

**SECRET LEGEND**  
**TUNIC**  
**SECRET LEGEND**

**INSTRUCTION BOOKLET**



# SECRET-LEGEND TUNIC SECRET-LEGEND

Andrew Shouldice  
Kevin Regamey  
Eric Billingsley  
Terence Lee  
Janice Kwan

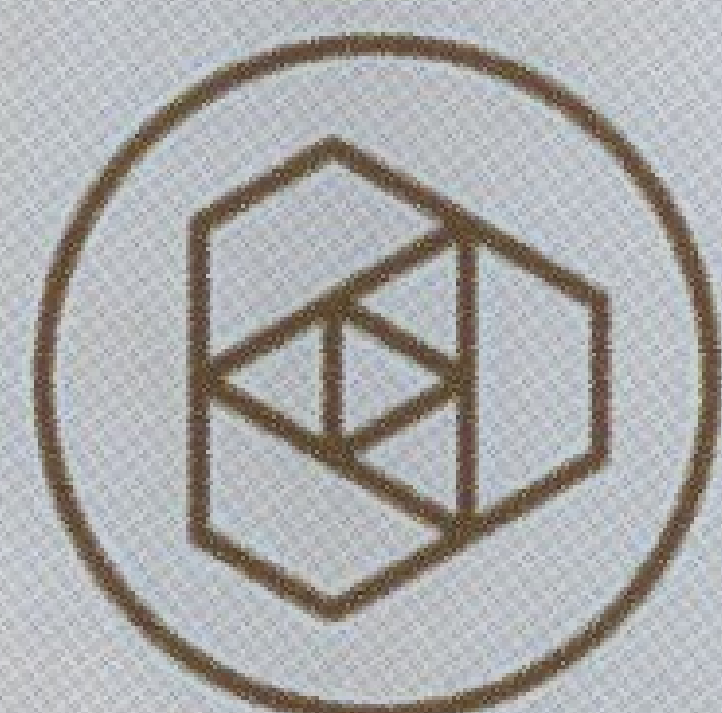
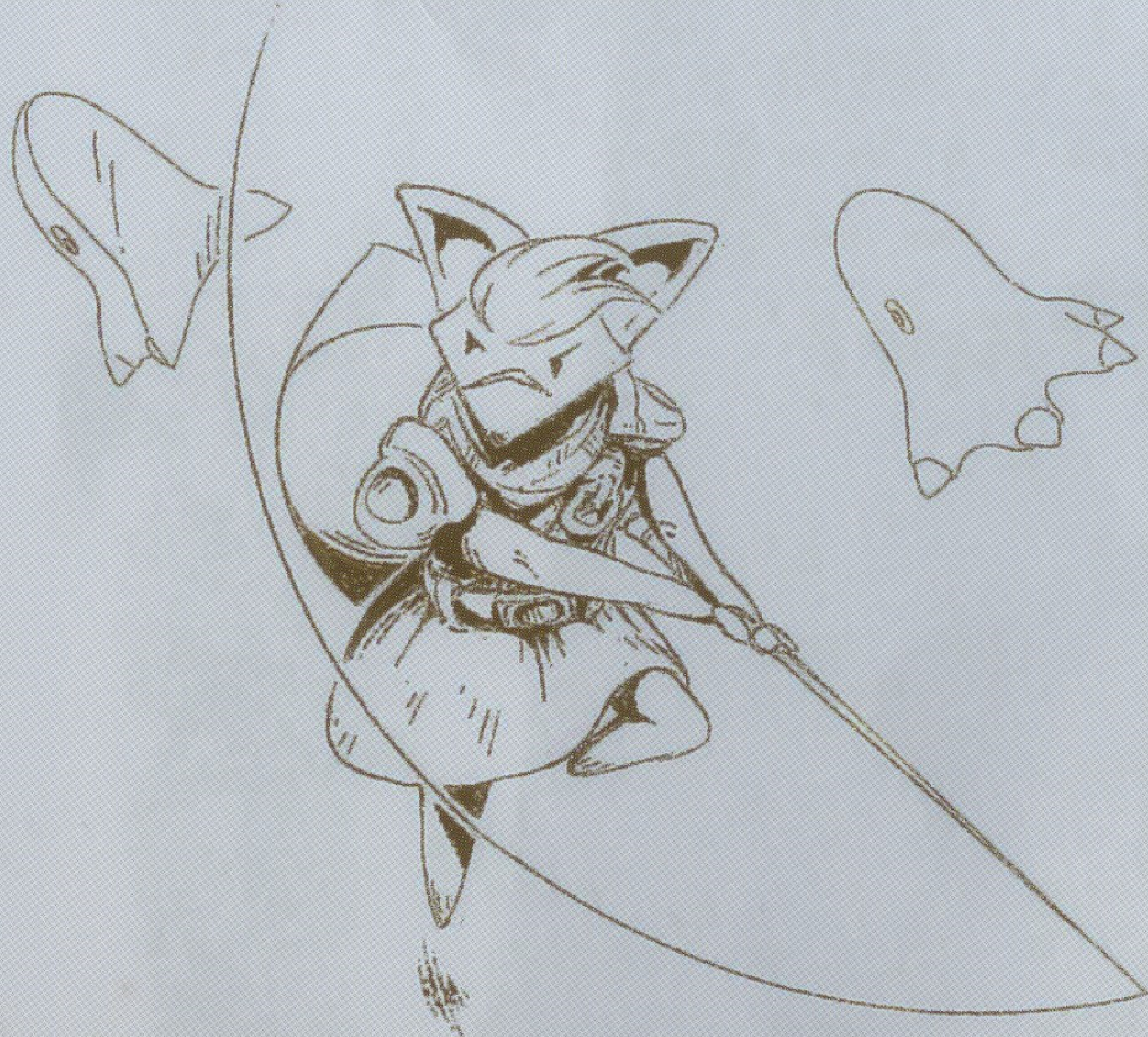
Illustrations  
ma-ko

Production  
Felix Kramer

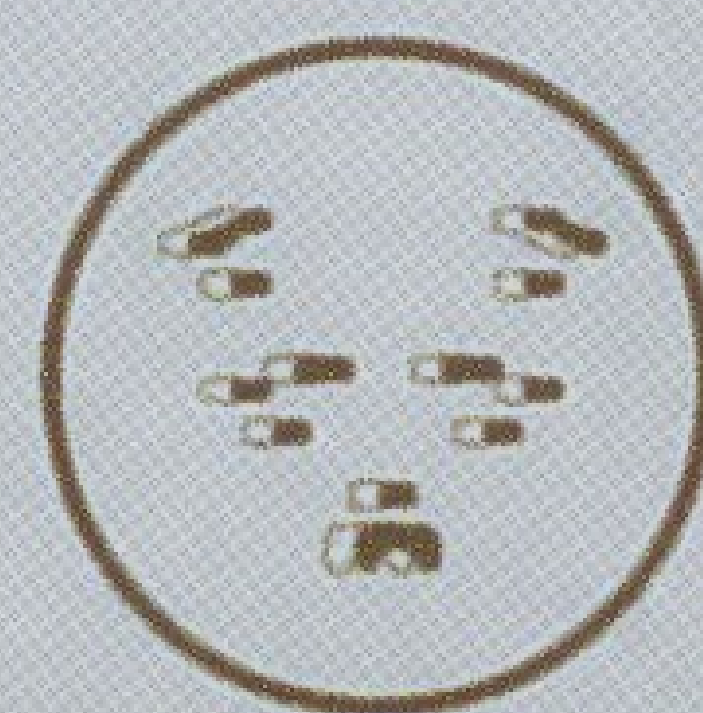
Translation  
/u/skititlez @mikeisaderp  
/u/RioxAA @Rioxvii  
/u/TobiasAmaranth  
/u/oposdeo

Typesetting  
/u/TobiasAmaranth

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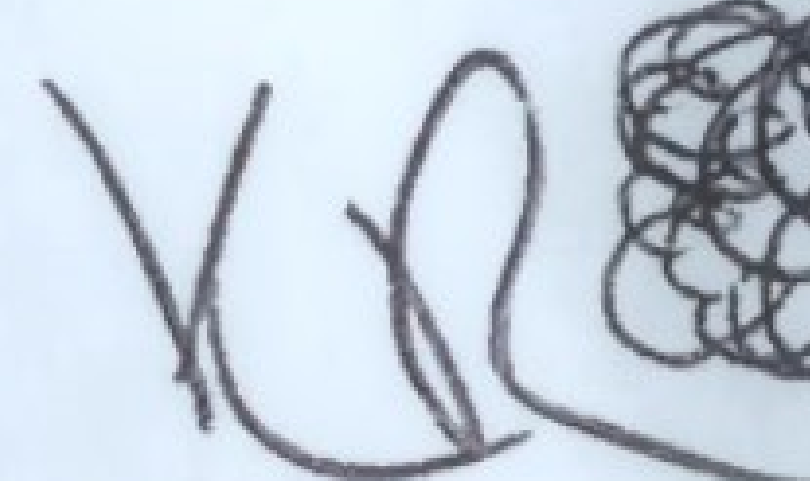
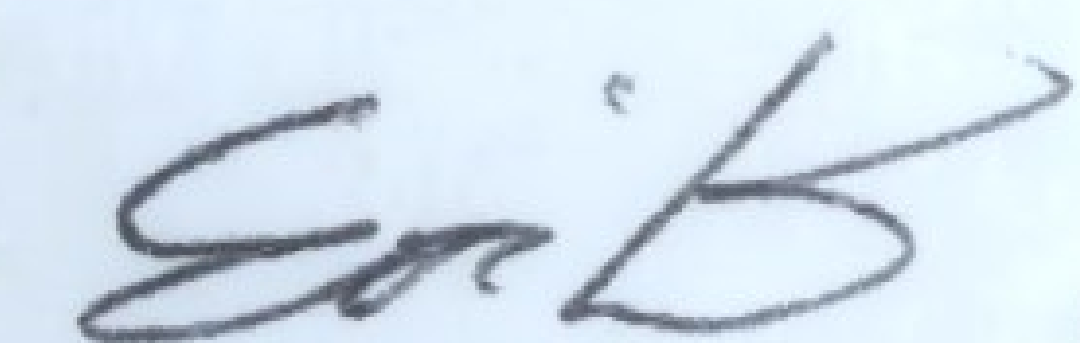

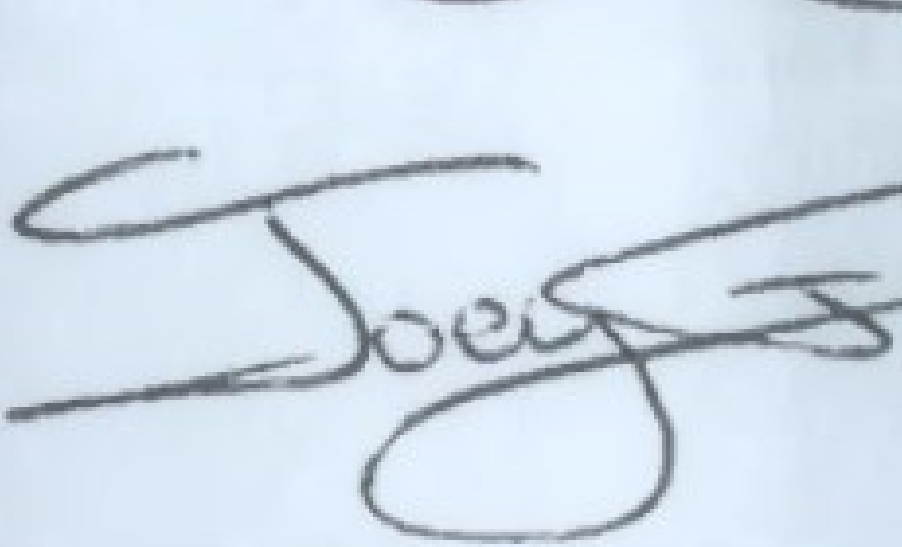
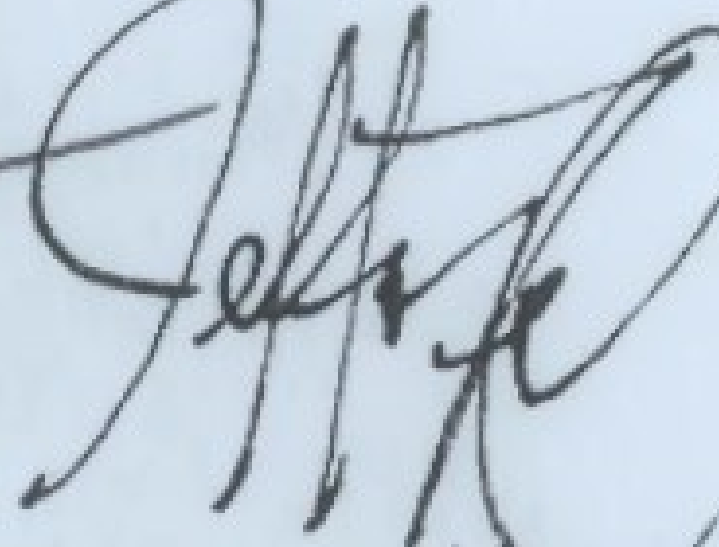
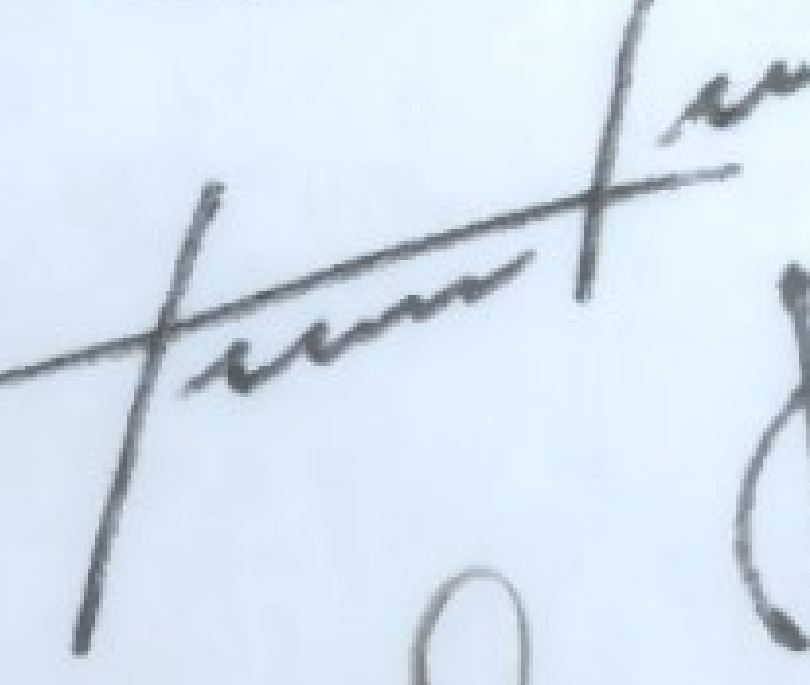
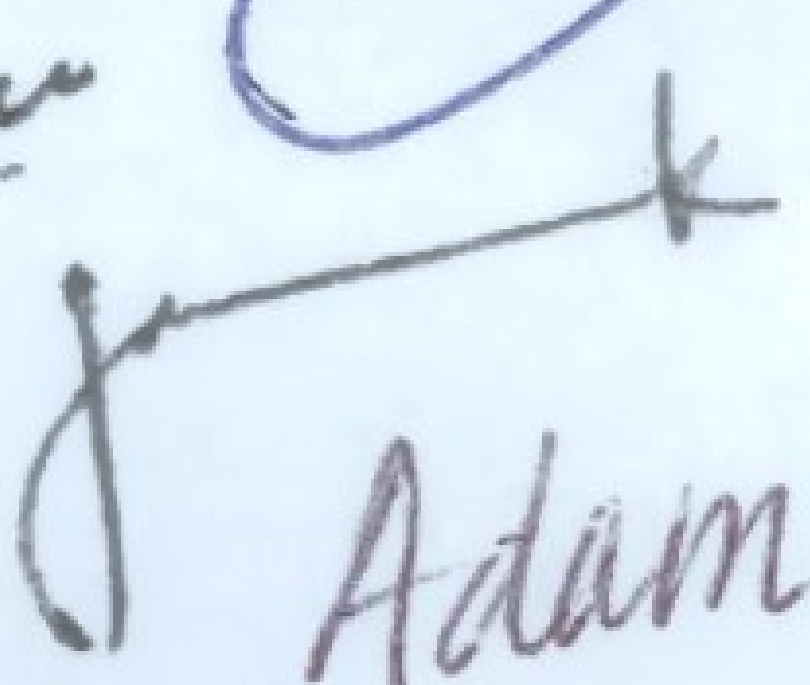
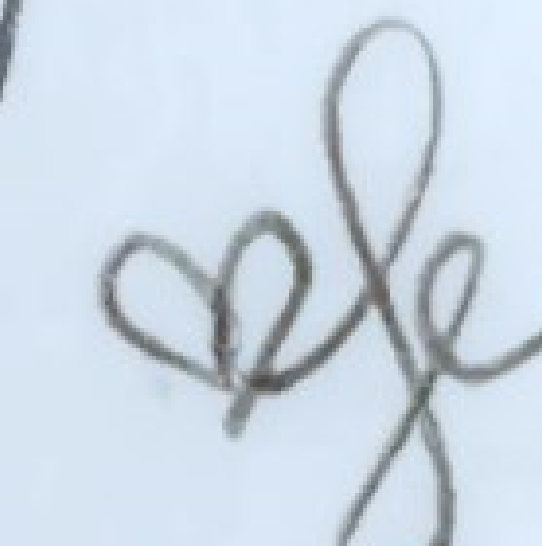


Dear Player,

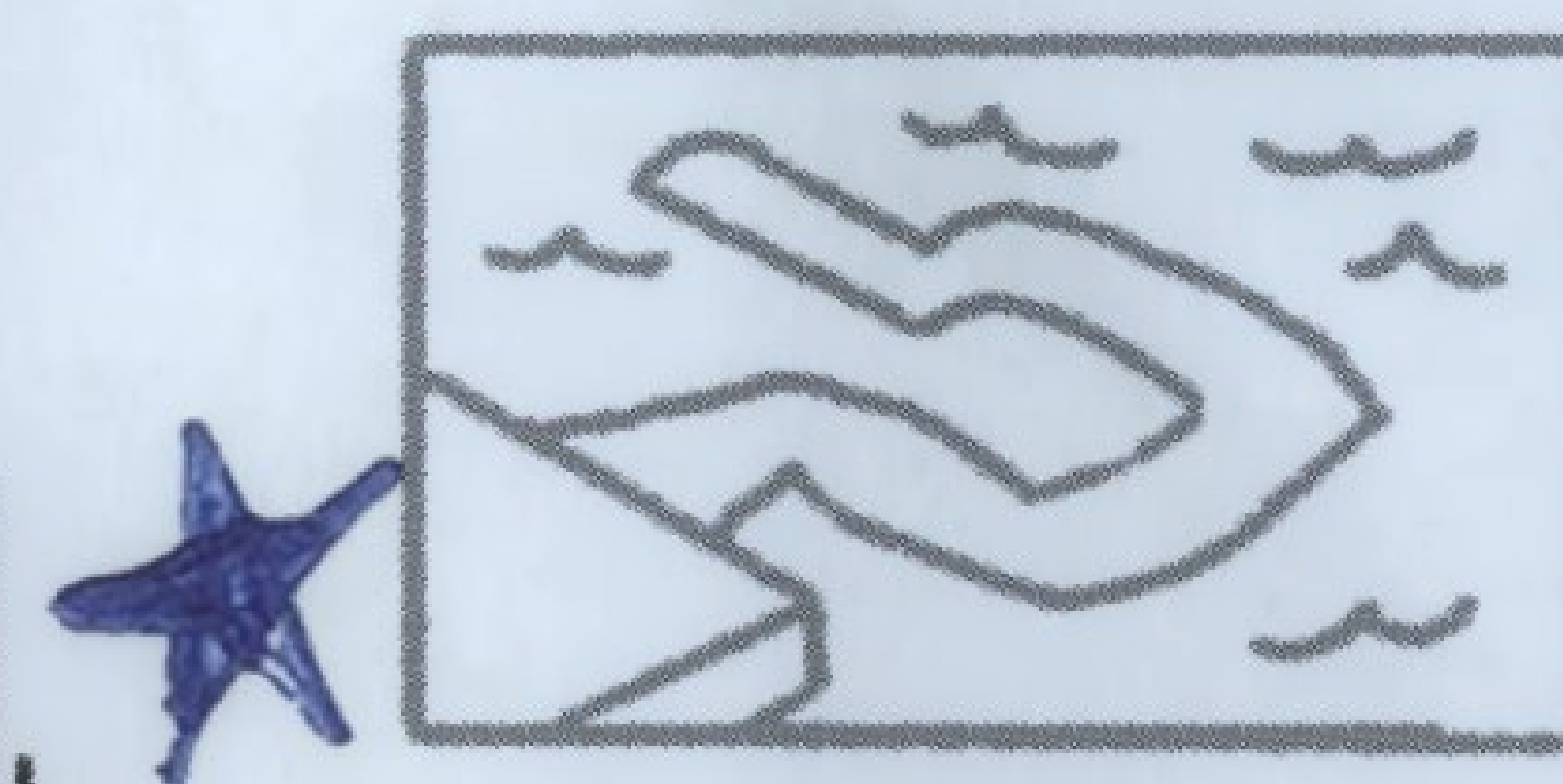
You've come a long way, haven't you? You've probably found a lot of secrets. Maybe you stumbled across the hidden trophy room; perhaps you even freed every fairy.

We hope you've had fun, but there's at least one more thing for you to do. If this is your final page, you should pay a visit to a certain someone and share your wisdom.

Thank you so much for playing.



  



  
 Co/E V. Craig Bz  Adam  
 Bix

Keep this letter; you never know when it will be useful! Do not dispose of or eat this document.



THE SOFTEST FEATHER,  
CORRECTED ELEVEN TIMES,  
DEPARTED ONCE MORE.



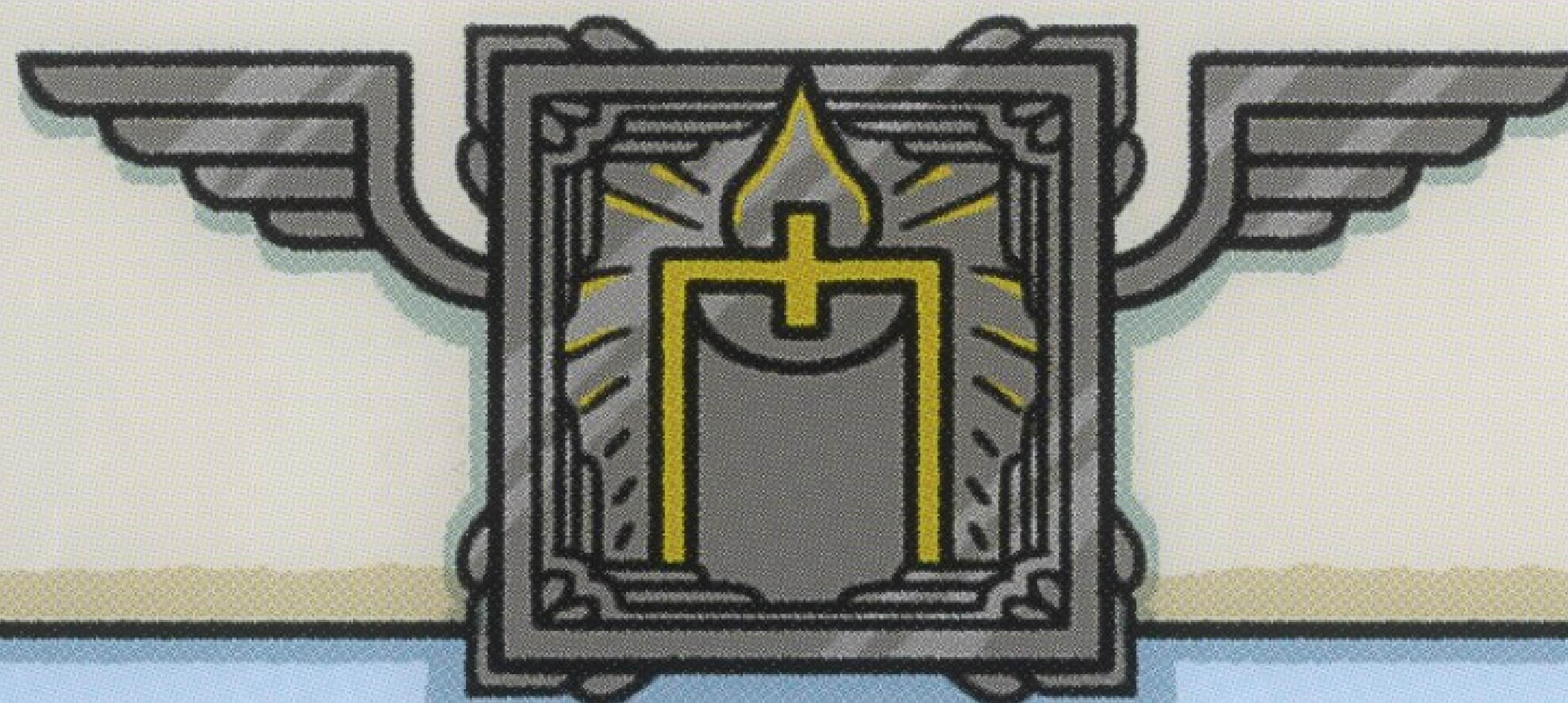
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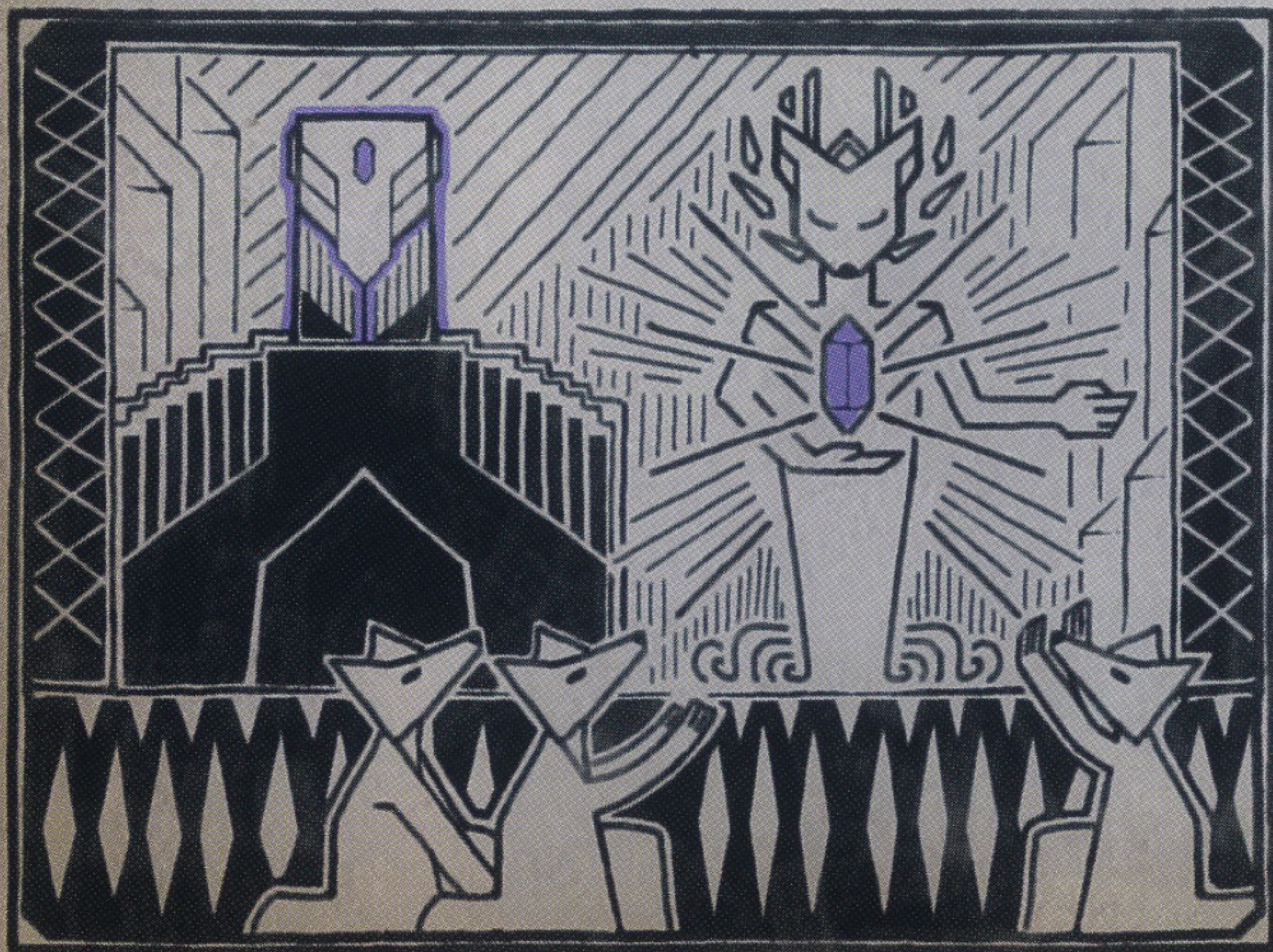
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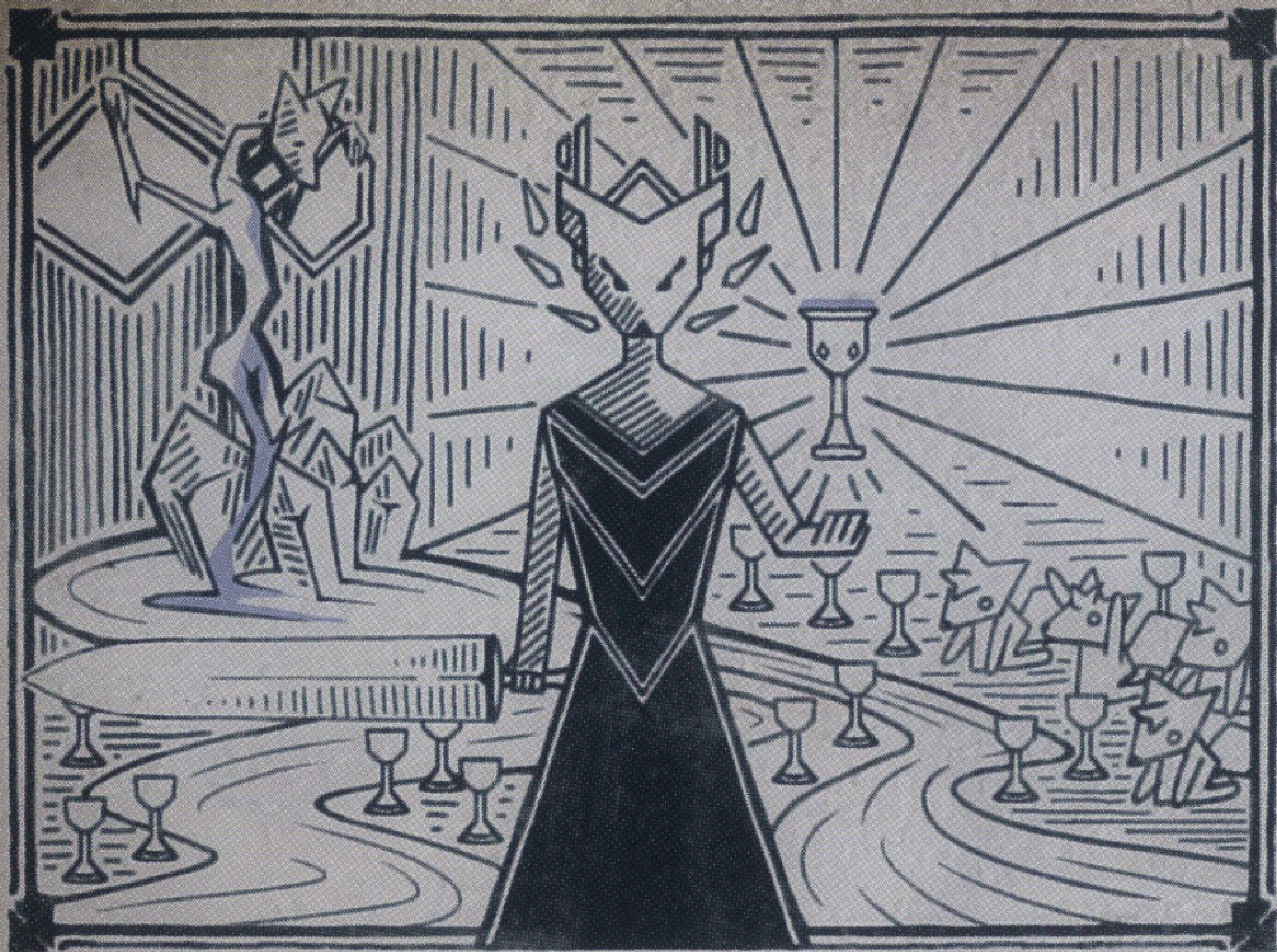
A LONG, LONG TIME AGO...

THERE LIVED A CIVILIZATION OF GREAT POWER.  
THEY BUILT A CITY AND WITHIN THAT CITY THEY BUILT  
A PALACE. THEY HELD SACRED THE SECRETS OF  
THE HOLY CROSS, AND UNDERSTOOD THE PLANAR  
NATURE OF REALITY. THEY VENTURED TO THE FAR SHORE  
AND SOUGHT POWER FROM THE SPACES BETWEEN.



AS IS USUAL, AN ALLURING OLD POWER WAS DISCOVERED.  
FOSSILS OF SELF-ANNEALED VISIONS OF THE FUTURE,  
ENTOMBED AND CAST INTO SARCOPHAGI AND BURIED.  
A LEVER IN THE CANONICAL PLANE, A STORE OF  
POTENTIAL. PERHAPS IT IS THE FABLED PRIZE;  
The Power To Defy Death.



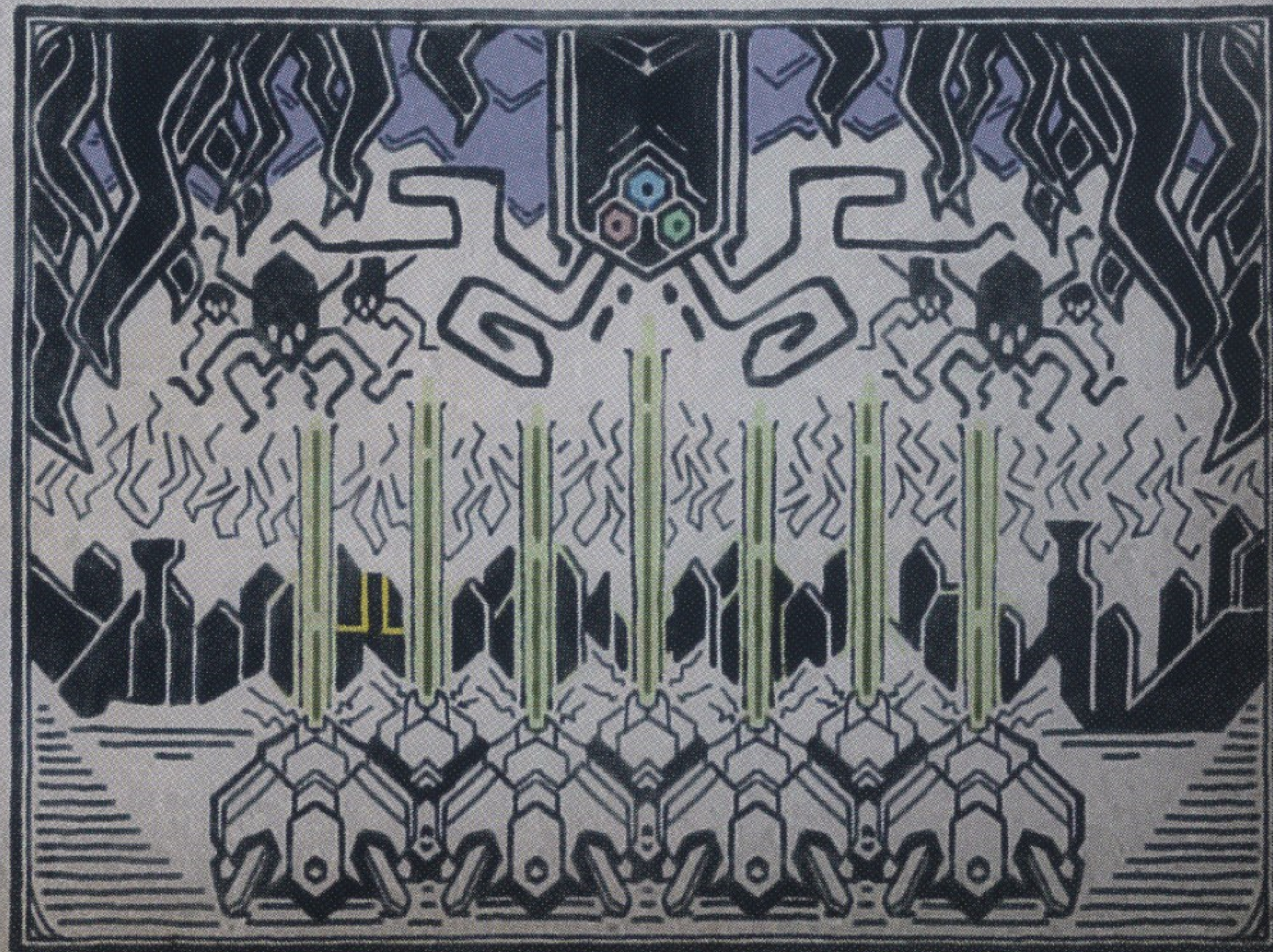


## A Terrible Power Rises

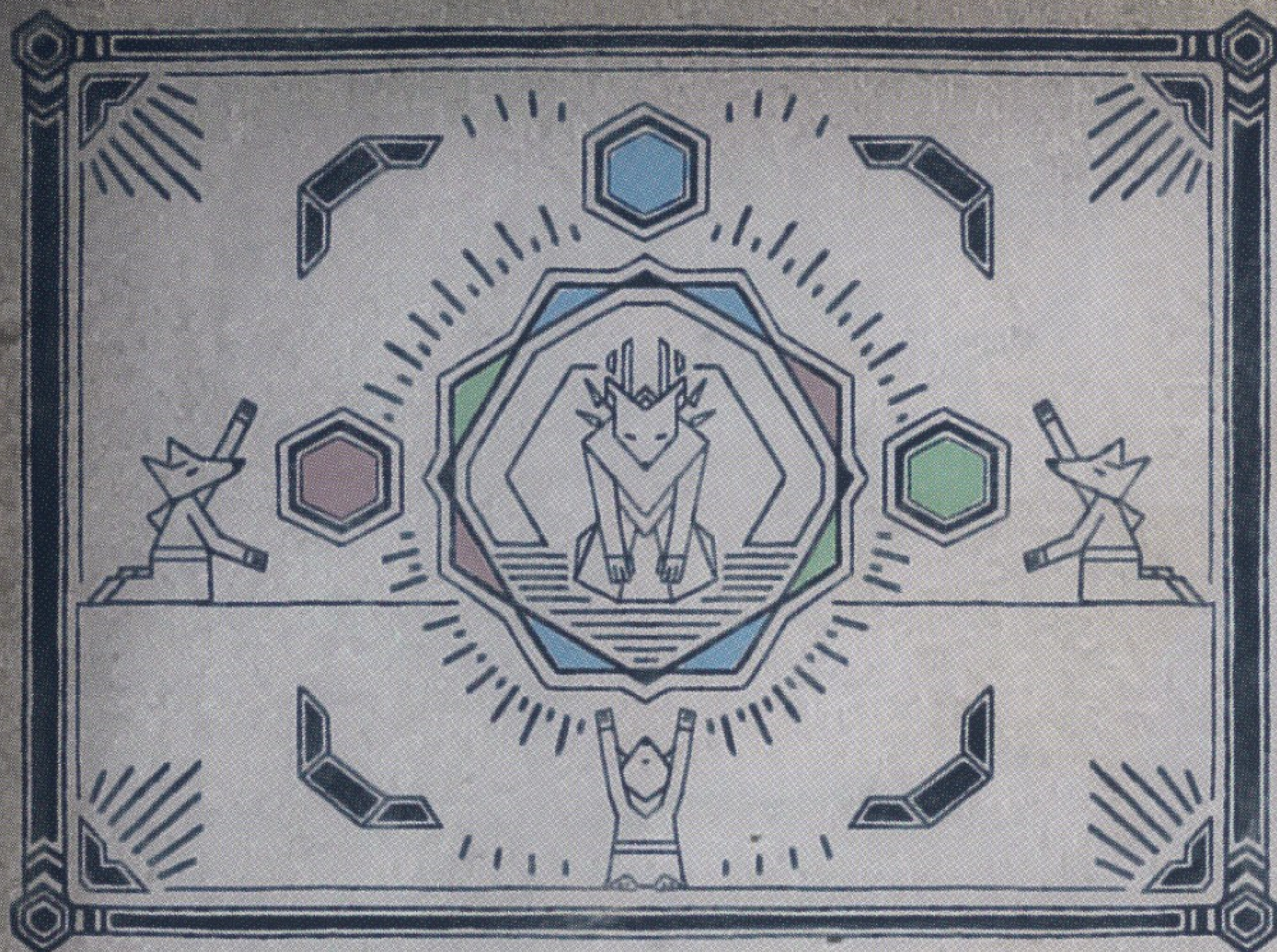
THE DISCOVERING Hero OPENED A TOMB AND REVEALED  
A TERRIBLE TRUTH. A Cathedral WAS BUILT  
TO VENERATE THIS NEW ORIGIN OF LIFE, AND THE  
FAITHFUL WERE GRANTED THE GRACE OF HOLY OBLIVION.

## The World Is Thrown Into Ruin

THE LEVER OVERWORKED! THE FULCRUM SHATTERED! A HOLE  
IN TRUTH WILL THUNDER OPEN AND ALL MANNER OF DISQUIET  
CONTRADICTIONS WILL GNAW APART THE CANONICAL PLANE.  
THE THREAD IS SNAGGED ONTO A SQUIRMING COIL, WITH  
NO BEGINNING AND NO END. FLEE TO YOUR ARKS,  
OLD ONES, AND BECOME YOUR PREDESTINED SELVES!







## A Prison & A Beacon

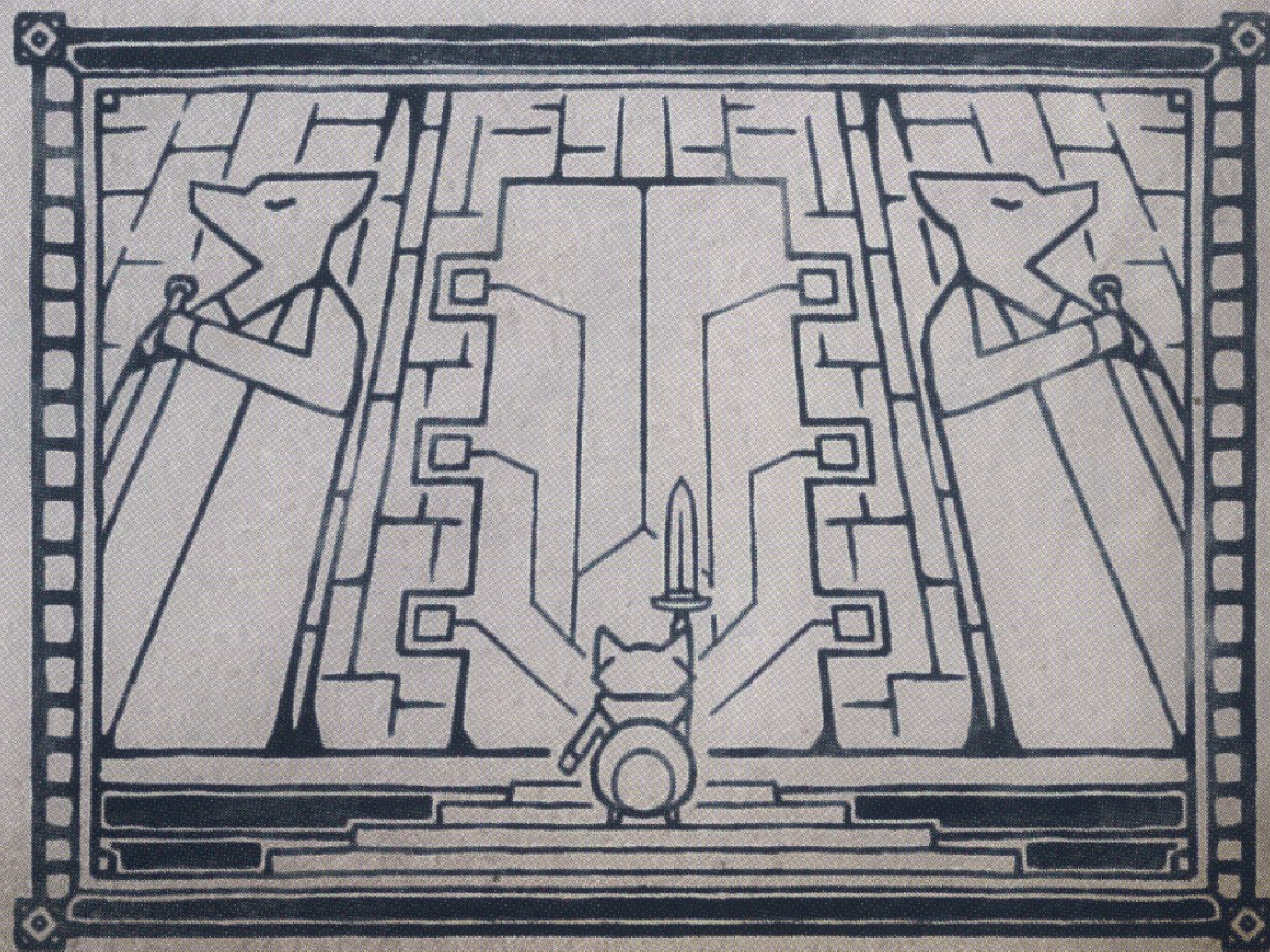
... BUT ONE MUST LIVE OUTSIDE THE SHIVERING RING,  
The Heir SEEKING AN Heir-To-The-Heir.

A BEACON TO BRING ABOUT A RUIN SEEKER.

TO EITHER GROW STRONG AND REPLACE AN AILING HEIR,  
OR TO HOLD SACRED Holy Cross AND ENSURE  
THEIR WISDOM LIVES ON.

## Awaiting a Worthy Successor

WHICH WILL YOU BE, RUIN SEEKER? HAVE YOU ARRIVED  
HERE SEEKING TREASURE AND GLORY? OR DO YOU SEEK  
TO UNCOVER DEEPER TRUTHS? LOOK CAREFULLY, FOR  
The Golden Path LIES EVERYWHERE ...

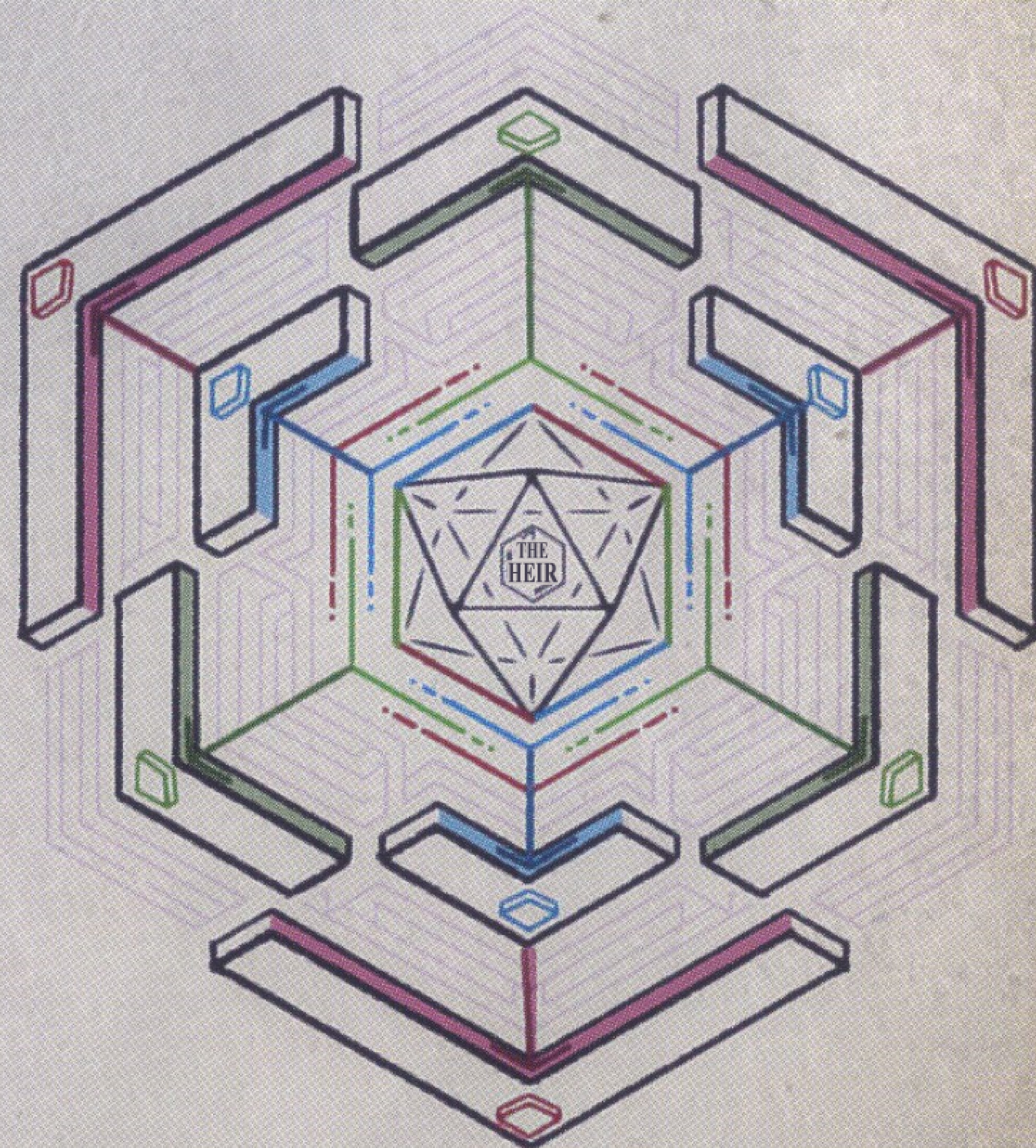
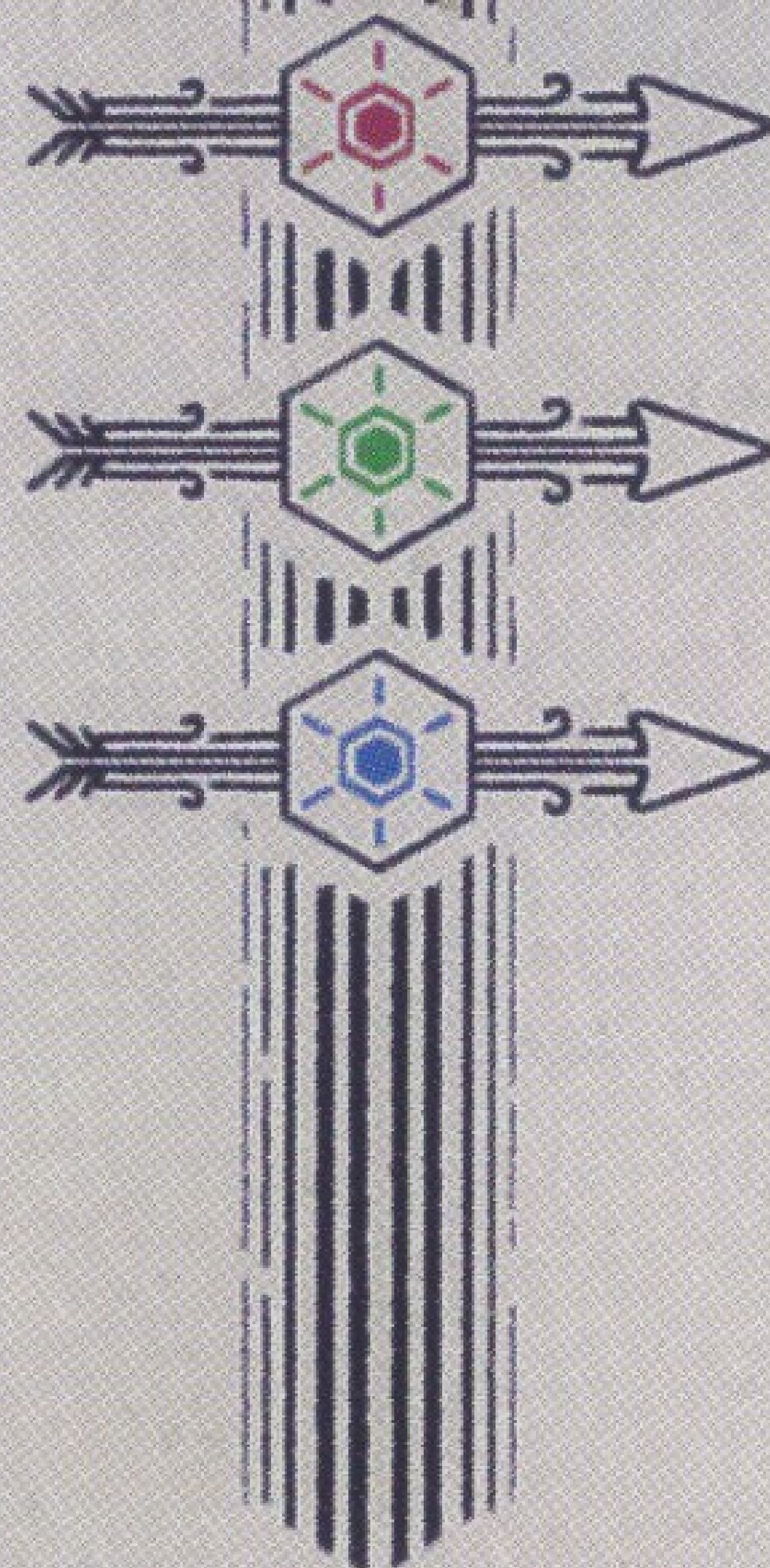
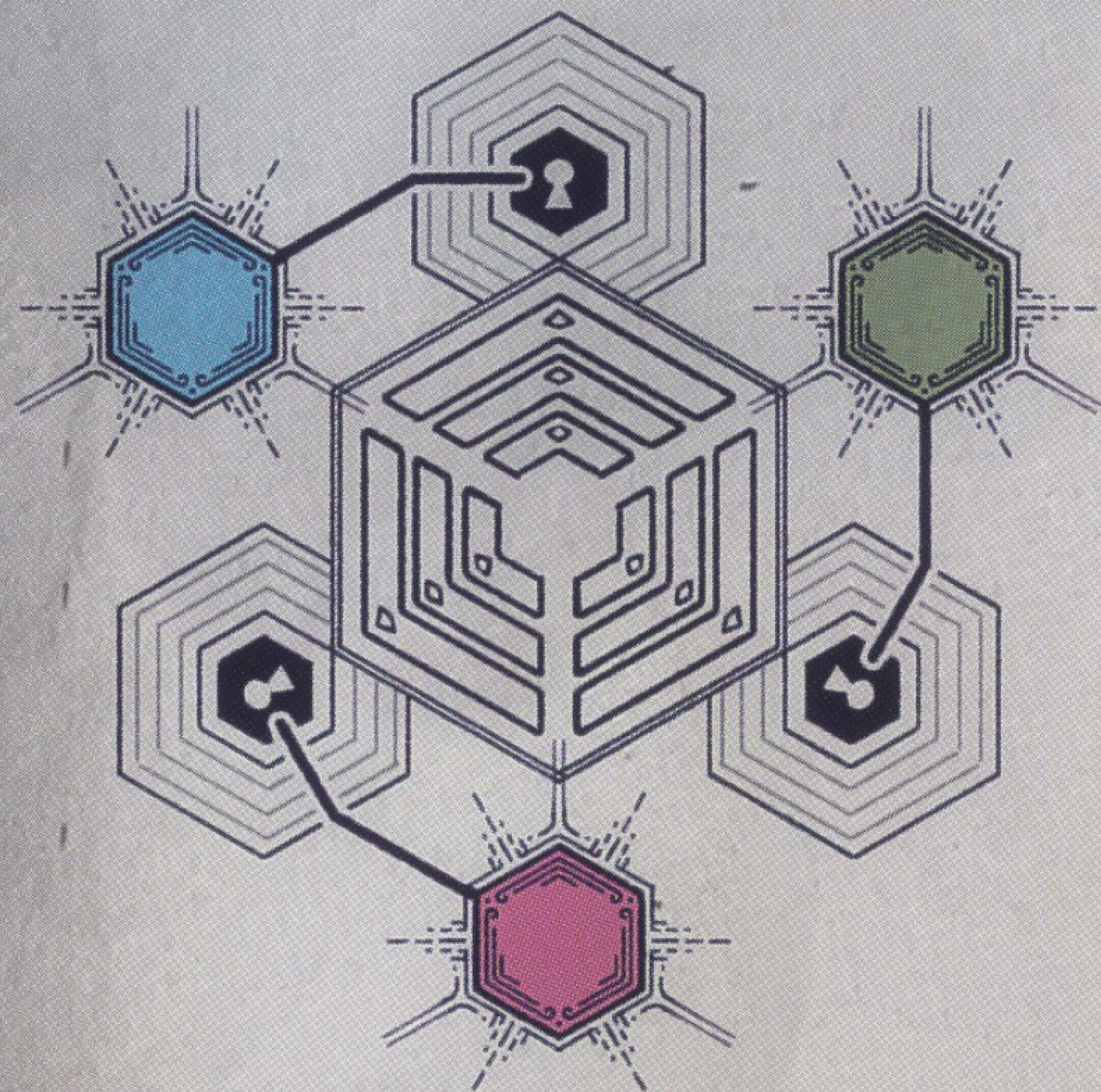




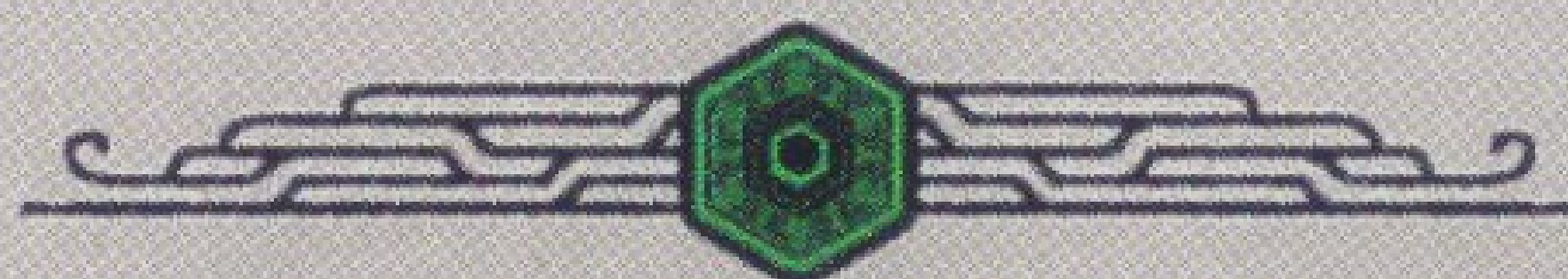
# THE SHADOW OUBLIETTE

CANONICAL PLANE

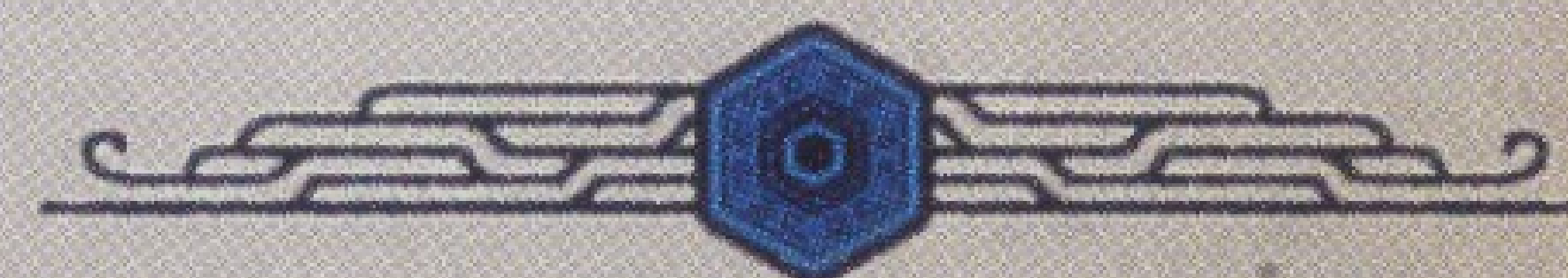
THE FAR SHORE



COVETED IN A  
FOREST TEMPLE



STOLEN TO THE  
TOP OF THE SKY



SEALED AT THE  
ROOT OF THE WORLD



Again the same battle,  
fought uncountable times!

AND SO THE CYCLE CONTINUES. RUIN SEEKERS, DRAWN TO THE BEACON, ARE TESTED. THOSE WHO ABANDON THEIR QUEST ARE FORGIVEN, AND SIMPLY DISAPPEAR.

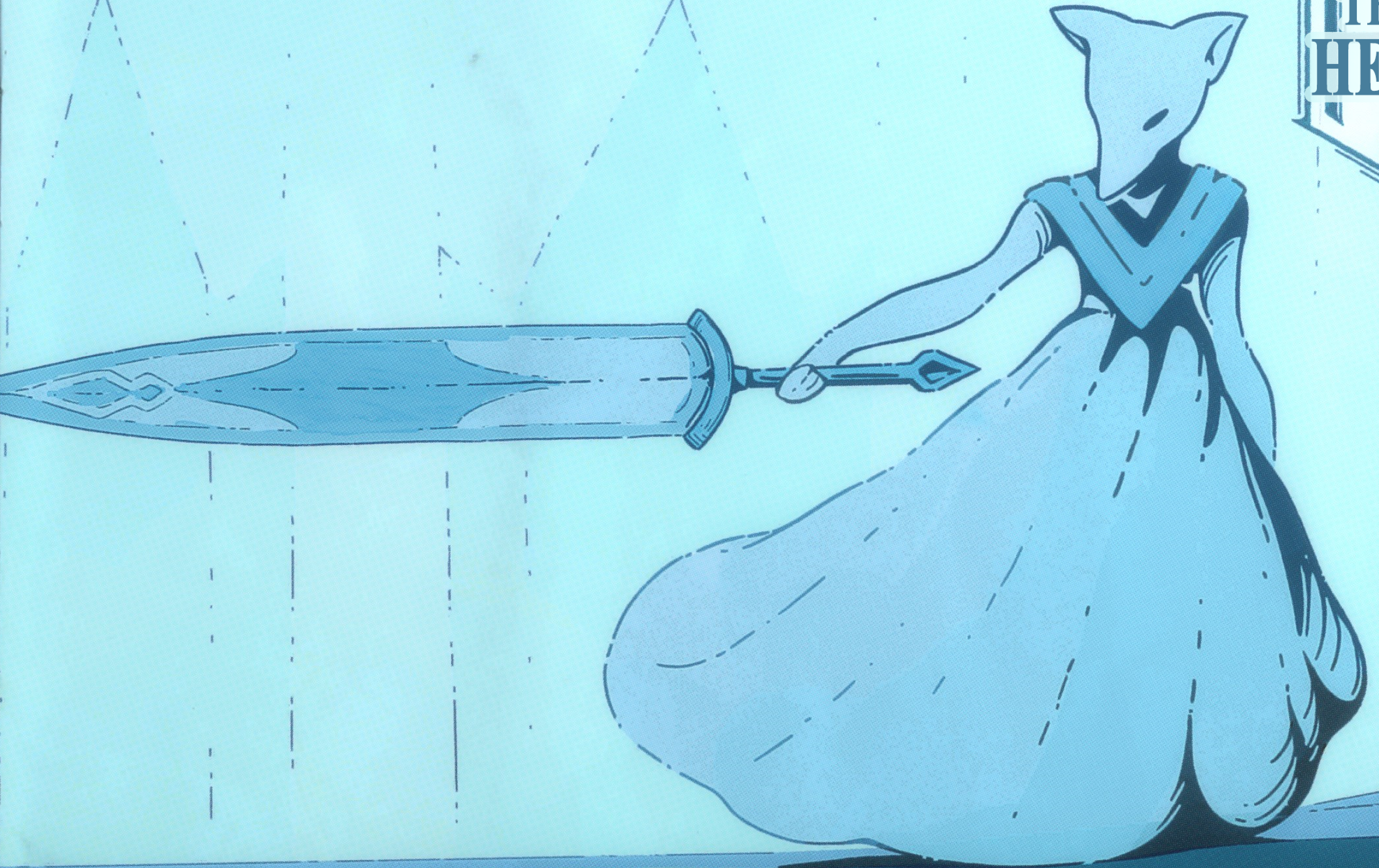
THOSE WHO ARE STRONG ENOUGH TO REMEMBER THEIR TRUE HERO SELVES WILL, THROUGH VIOLENCE, BEGIN THE CYCLE ANEW.

WILL YOU BE THE Heir-To-The-Heir. AND WAIT WITHIN THE SHADOW OUBLIETTE? BEFORE LONG A RUIN SEEKER WILL BE DRAWN TO YOU. THEIR GIFTS WILL RECALL YOUR PAST LIFE, AND YOU WILL GRANT THEM THE SAME FALSE HOPE YOU WERE GIVEN.

TO BREAK THE CURSE, A RUIN SEEKER MUST BY SOME MIRACLE INVOKE A RELIC FROM BEYOND THIS PLANE ...









# Data Management



CONTINUE

CONTINUE MOST RECENT FILE

NEW GAME

BEGIN A FRESH QUEST

OPTIONS

ADJUST SETTINGS

LOAD GAME

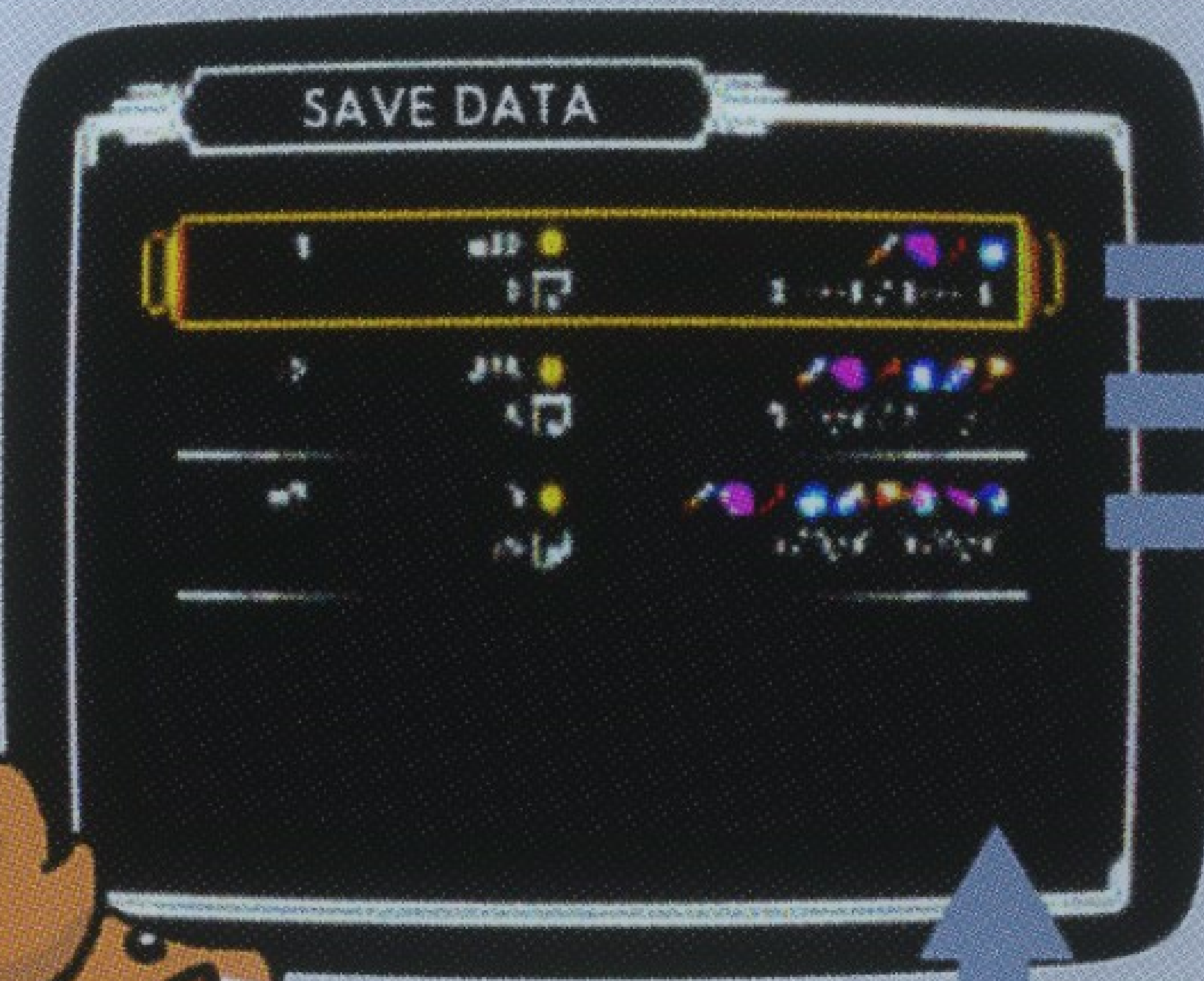
GO TO SAVE DATA SCREEN

## OPTIONS

ADJUST SETTINGS TO CUSTOMIZE YOUR PLAY EXPERIENCE.



OPTIONS MEAN YOU CAN KEEP PLAYING IF THE CHALLENGE IS TOO MUCH RIGHT NOW. YOU ARE ALLOWED!!



## SAVE DATA



MONEY



HARDER QUEST

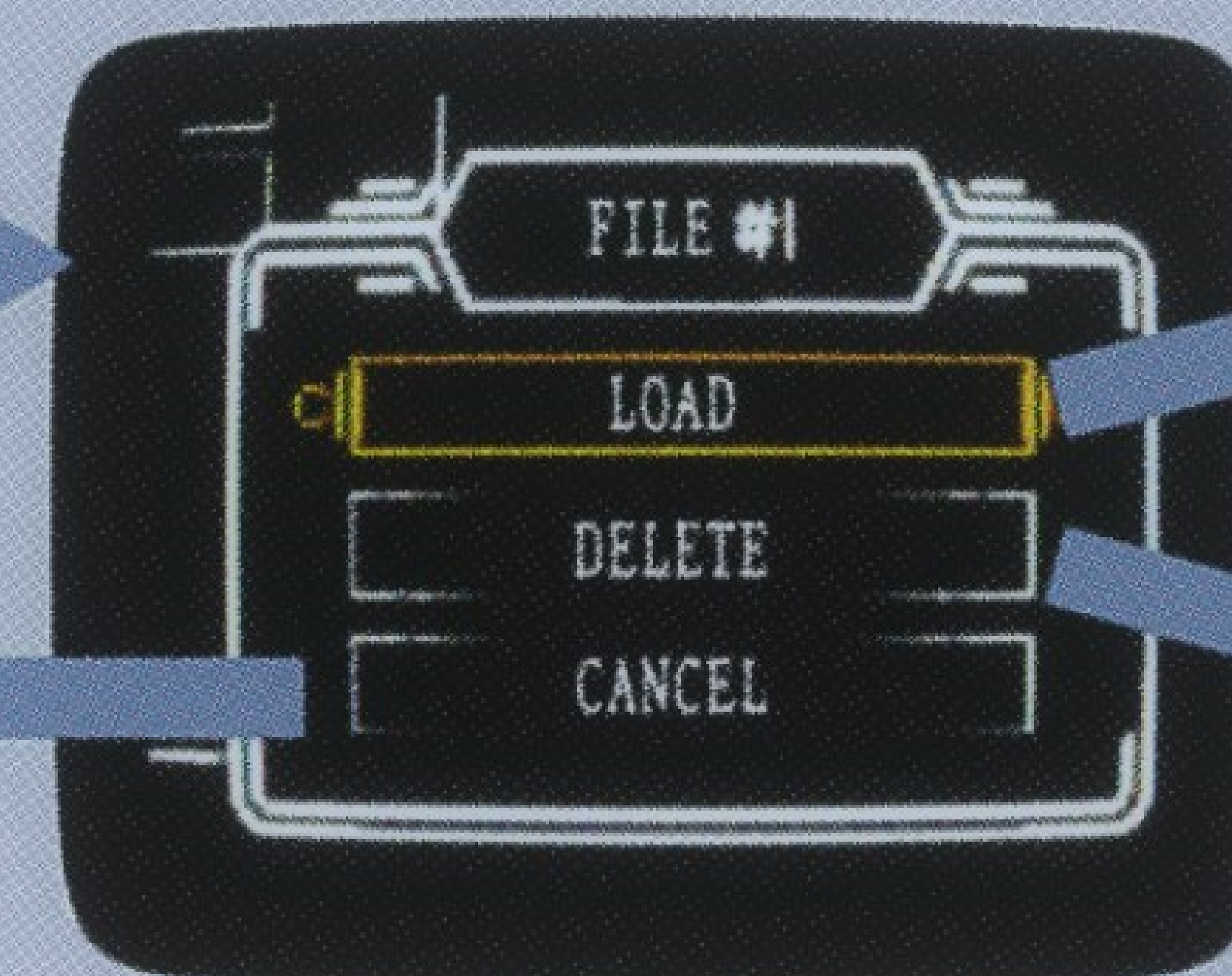


UNKNOWN



???

SELECT A FILE



LOAD FILE AND RESUME PLAY!



## DATA REMOVAL

CHOOSE DELETE TO REMOVE A FILE FOREVER.

? WHOSE IS THIS!?



# Beginning your Adventure


A SECRET LEGEND SAYS THAT A GREAT TREASURE LIES IN THIS FAR AWAY LAND.  
MAYBE IT IS THE POWER TO DEFY DEATH! WHY DO YOU SEEK THIS POWER, TINY ONE?  
TIME TO BEGIN YOUR ADVENTURE! HERE IS WHAT YOU WILL DO...

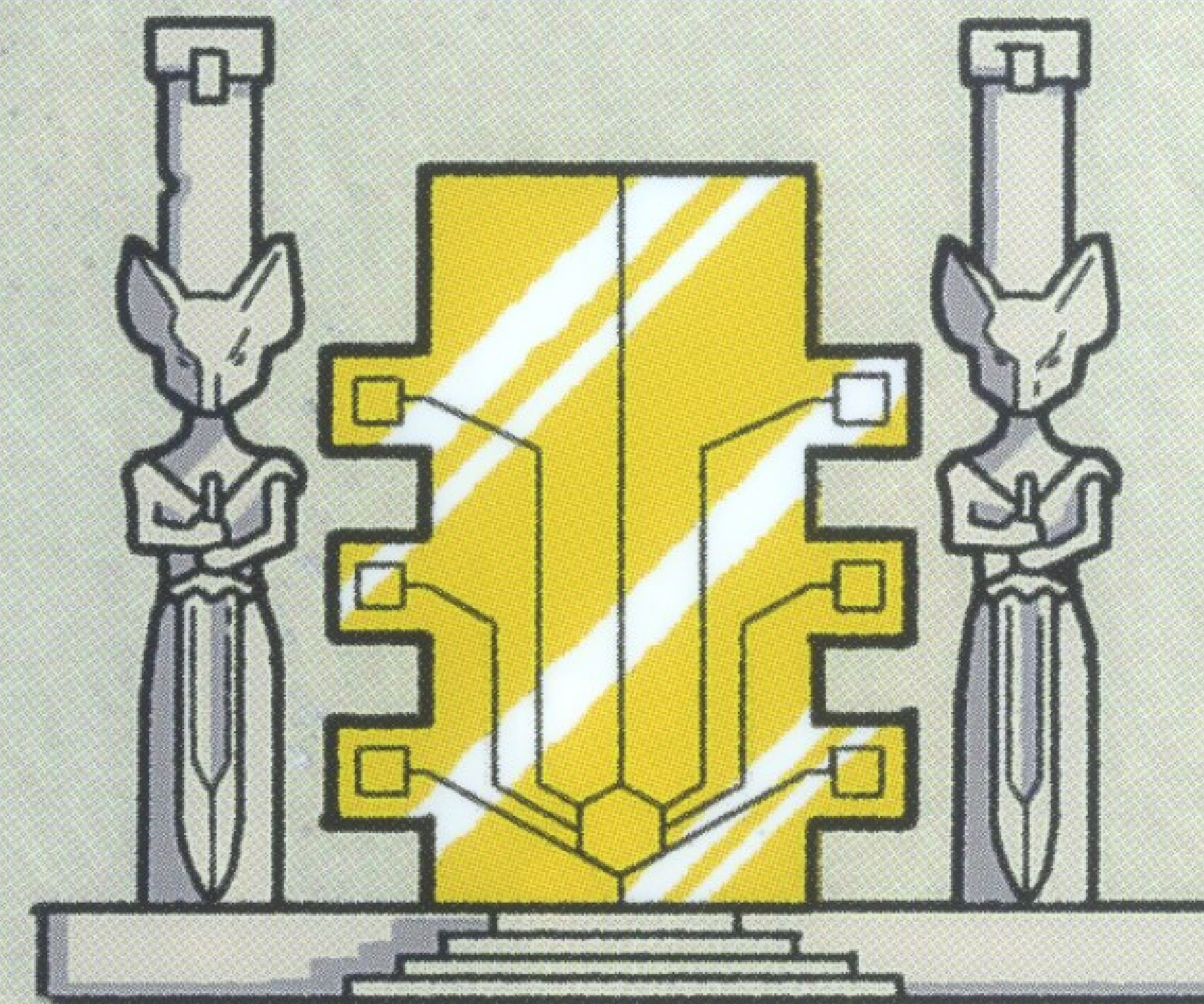


## RINGING THE EAST BELL

<input type="checkbox"/> East Forest	ENTER THE WOODS.
<input type="checkbox"/> Hero's Grave	A ♪ LIES AT THE GRAVE..
<input type="checkbox"/> Guard Captain	POWERFUL FOE! BE CAREFUL!

## RINGING THE WEST BELL

<input type="checkbox"/> Old House	YOU WILL NEED A KEY ( ♪ )
<input type="checkbox"/> Flooded Well	p. 29
<input type="checkbox"/> Dark Tomb	DARK! NEED A LIGHT.. 
<input type="checkbox"/> West Garden	p. 27
<input type="checkbox"/> ???	



In a far off land, a great treasure was sealed away forever.

*Some say it is the power to defy death.*

POWER TO DEFY DEATH



LOST? SEE p. 28



# THE GAME SCREEN



RUIN SEEKER (YOU)



STRANGE GATE  
TO THE FAR SHORE

41

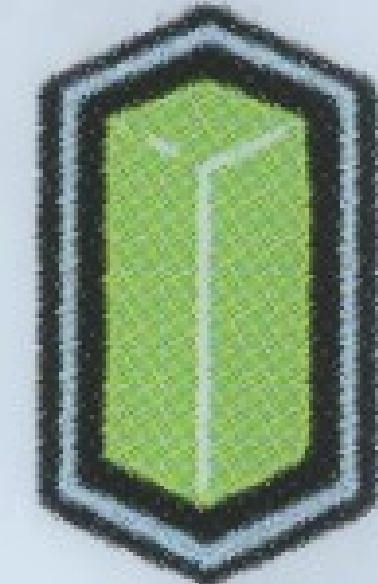


PRIZE /  
TREASURE

134



HEALTH-POINTS



STAMINA-POINTS



MAGIC-POINTS



READIED  
EQUIPMENT

17

MAGIC POTION

17

FOCUS  
PREVIEW

17

IMPORTANT!

KEEP YOUR EYE ON YOUR  
STAMINA-POINTS!  
WHEN YOU HAVE 0 SP  
YOU ARE IN DANGER!

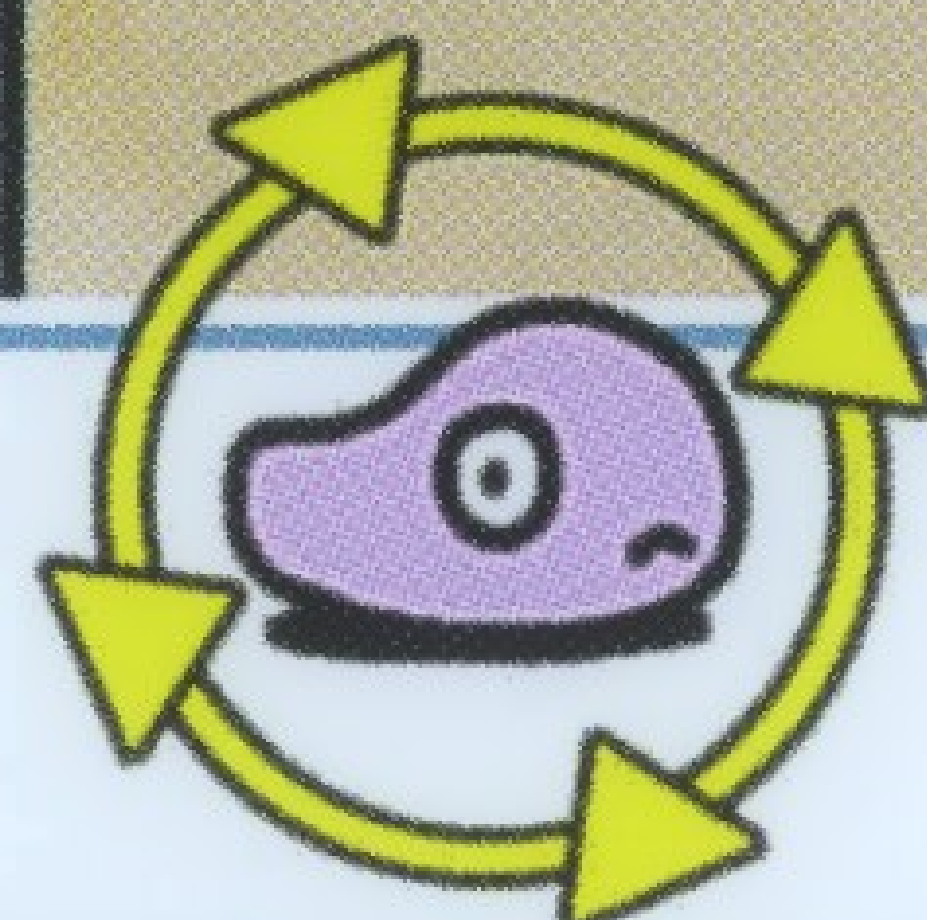
16

everything  
hurts way more  
when I'm tired





# CONTROLS



FOCUS

SHIFT



FOCUS IS CRUCIAL!

14

INVENTORY / GEAR

TAB

MOVE

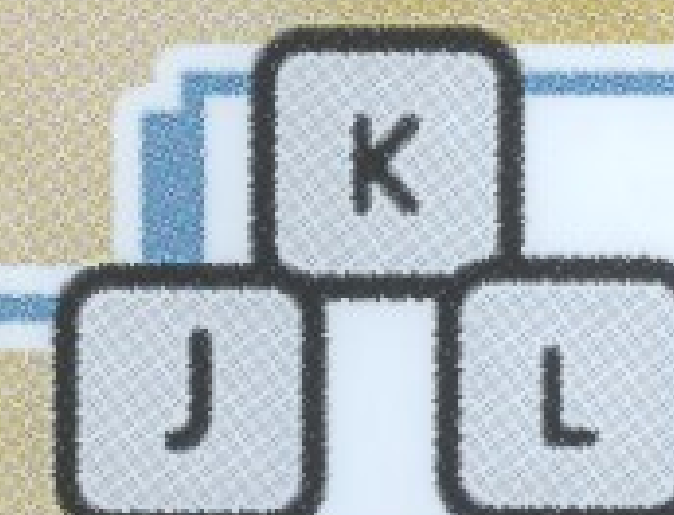


SHIELD



POTION

17

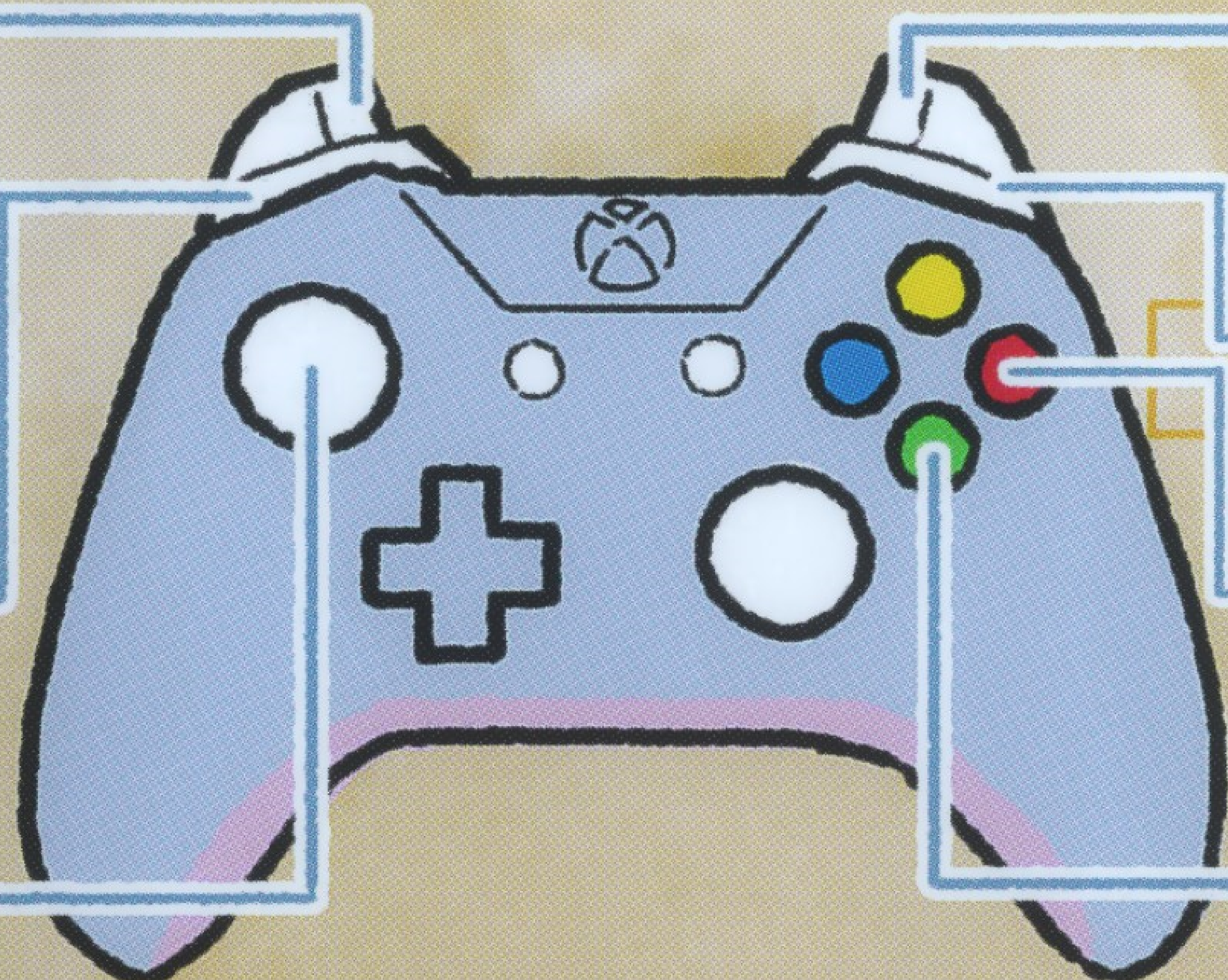


USE ITEM



ROLL, RUN, TALK

13







# BUTTON

THIS BUTTON HAS MANY USES.  
ONE IS SECRET, BUT IF YOU READ THIS BOOK  
YOU WILL LEARN IT.

## TALK



TALK TO SIGNS, DOORS, & MORE.

## ROLL

PRESS TO ROLL!  
VERY VERY IMPORTANT  
FOR SURVIVING.



YOU CANNOT BE HIT AT  
THE START OF THE ROLL!

14

## PRAY

FORBIDDEN TECHNIQUE.

OFFER REVERENCE TO  
THE TOMBS OF THOSE  
WHO CAME BEFORE.

24

## RUN

PRESS & HOLD THE  
BUTTON TO RUN. IT IS  
FASTER THAN ROLLING  
OVER AND OVER.



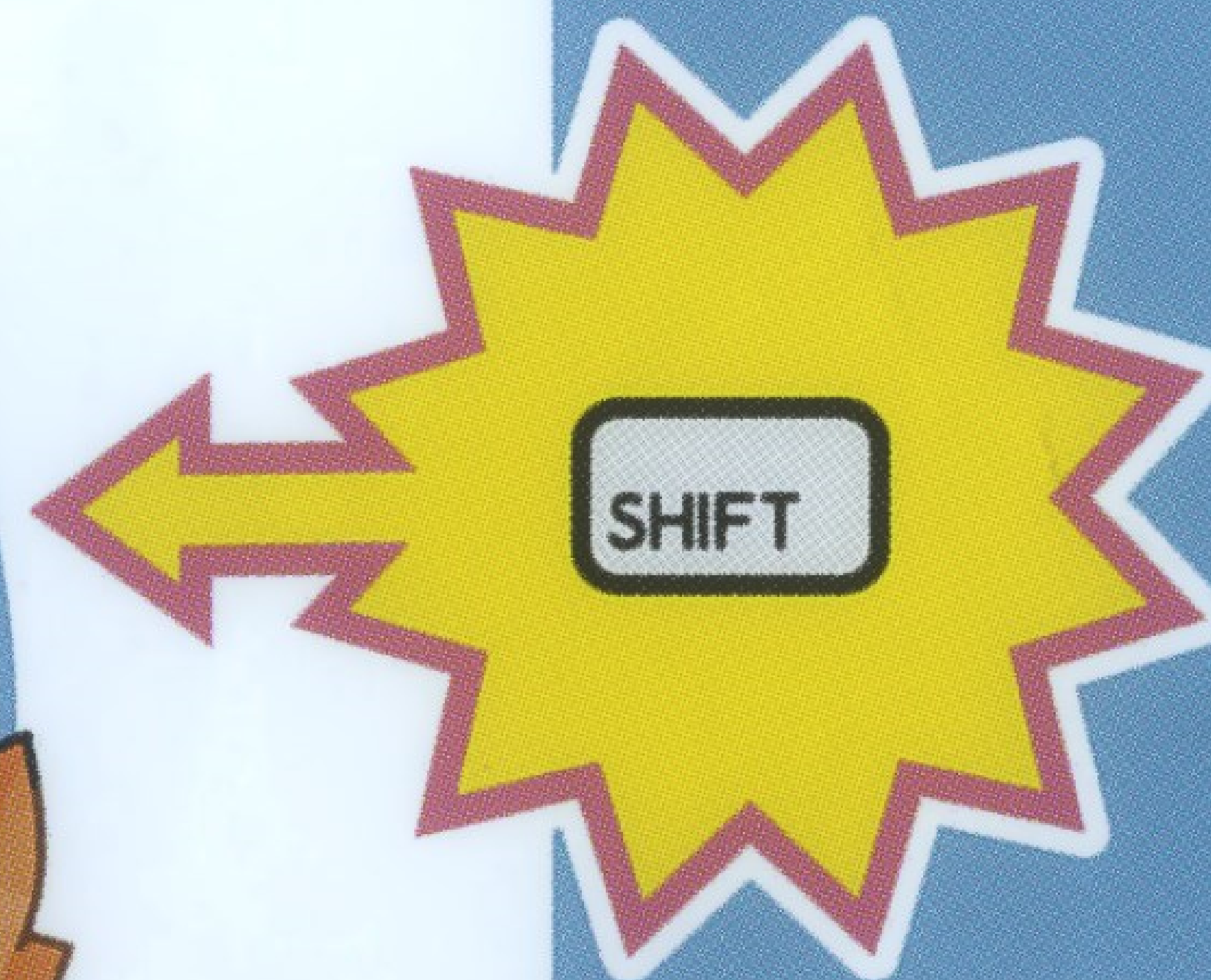
...& HOLD



THIS BUTTON HAS ONE MAIN USE,  
BUT IT IS A POWERFUL ONE.  
USE IT ALL THE TIME, RUIN SEEKER!

SHIFT

**BUTTON**



FACE YOUR  
ADVERSARIES  
USE THIS TO FOCUS  
ON A NEARBY FOE.

LOCK



FOCUS & EVADE  
TO ROLL AND DODGE WHILE STILL  
STAYING READY TO STRIKE.



FOCUS & BLOCK  
TO RAISE YOUR SHIELD AND  
FACE THE FOE.



## UNDERSTANDING STAMINA-POINTS

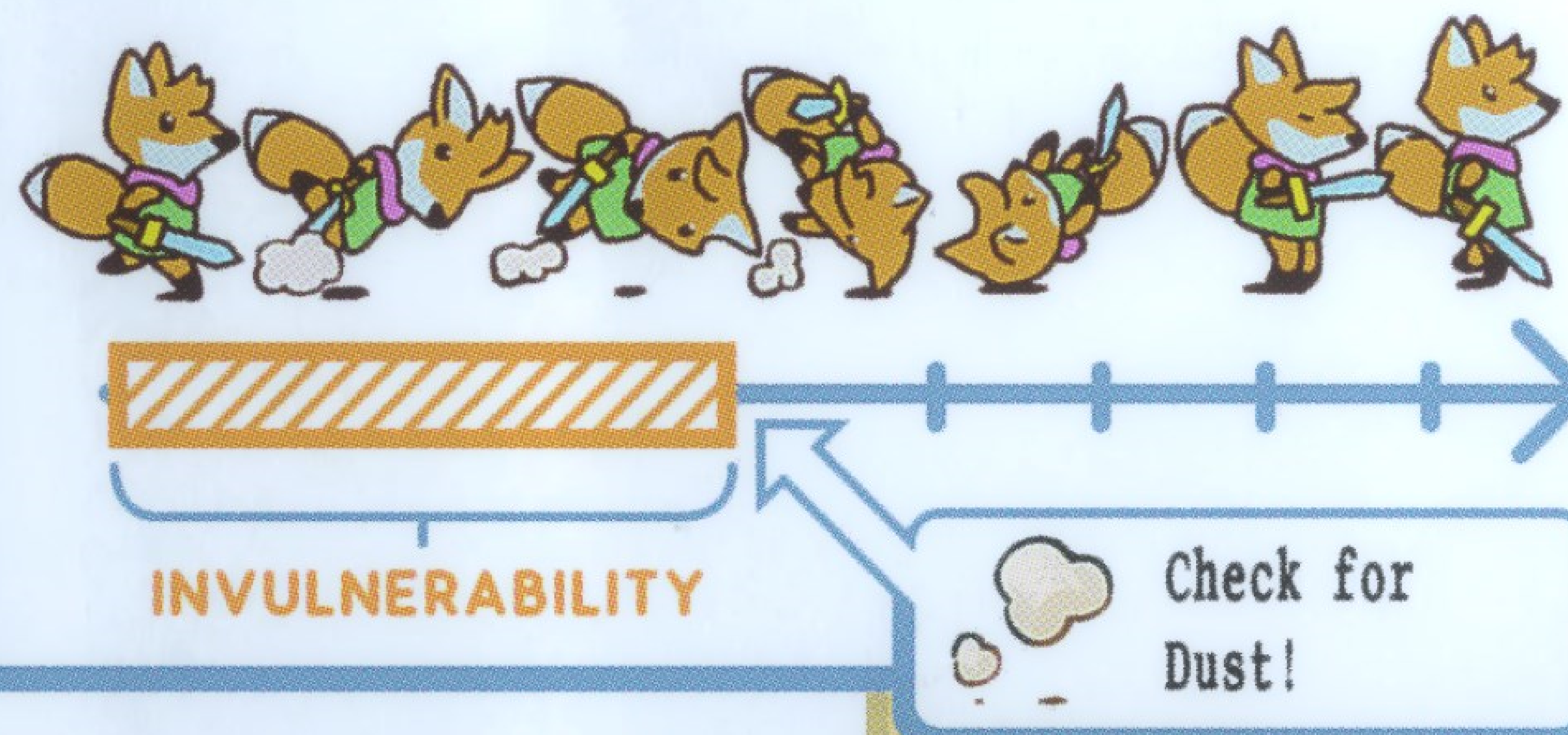
STAMINA-POINTS REPRESENT YOUR POISE AND STRENGTH TO PERFORM CERTAIN ACTIONS. WHEN YOU EVADE OR PERFORM OTHER MOVES, YOUR STAMINA-POINTS GO DOWN. WHEN AT **0 SP**, YOU CAN STILL DO MANY ACTIONS, BUT AT A DISADVANTAGE.

You can always attack, even without stamina.



## MOMENT OF SAFETY

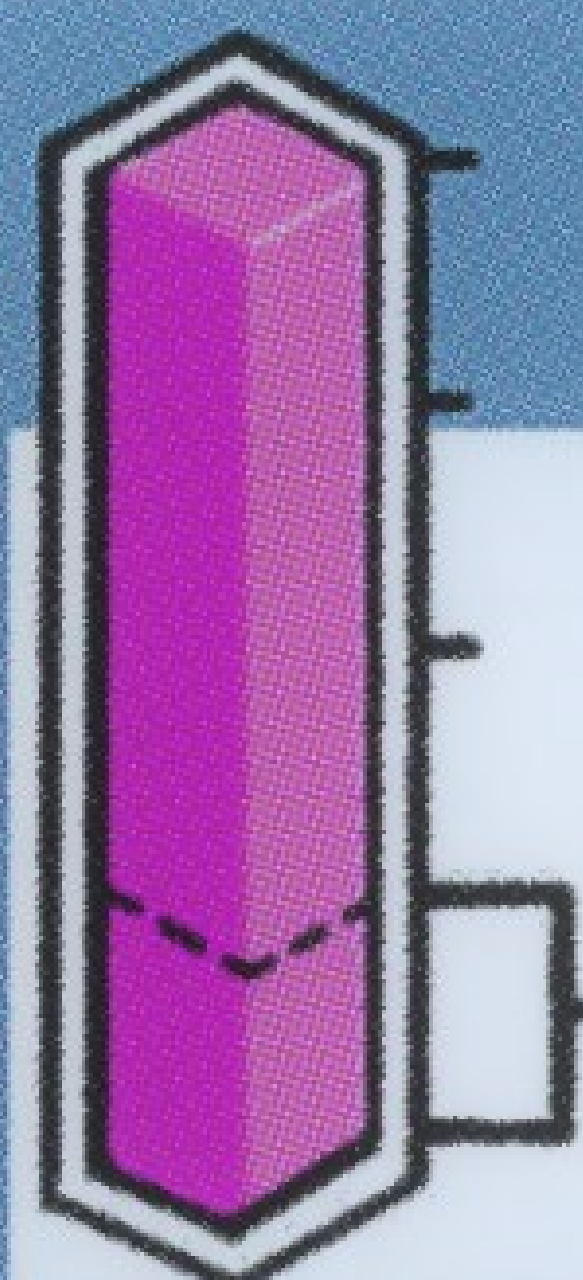
AT THE START OF EVASION YOU HAVE invulnerability BRIEFLY, SO EVADE AT JUST THE RIGHT MOMENT!



## STABILITY

TAKE ENOUGH HITS AND YOU WILL flinch! IF A HIT IS REALLY BIG, YOU CAN EVEN BE knocked over.

THE HIDDEN STABILITY GAUGE IS 25% OF YOUR TOTAL HP.







## WITH VIGOR

USE VIGOR TO ROLL.  
YOU ARE SAFE FOR A  
TINY MOMENT.



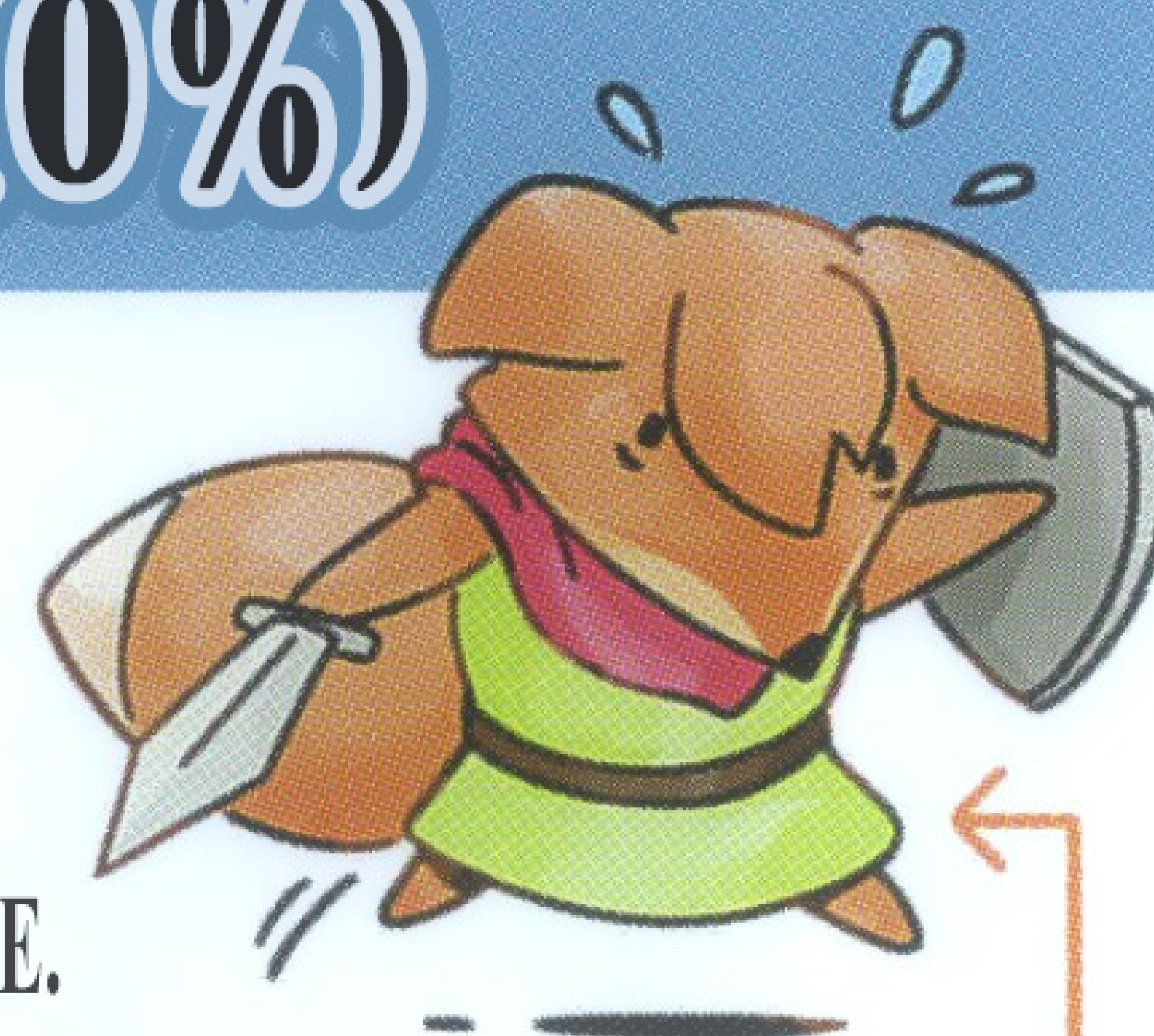
FOUND THE SHIELD? BLOCK!  
VIGOR FILLS MORE SLOWLY.  
HITS WILL USE UP VIGOR.

FLASHING



## NO VIGOR (0%)

OH NO!  
YOU RAN OUT OF VIGOR!  
YOU CAN ONLY HOP AND  
ARE HIGHLY VULNERABLE.



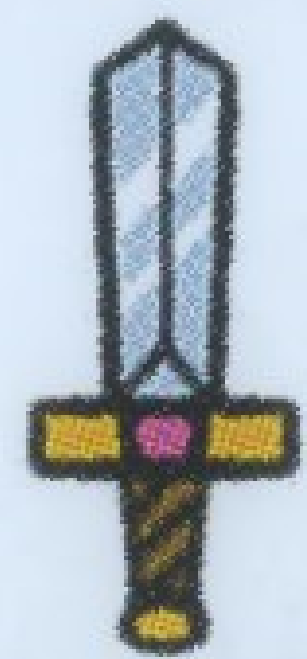
### WATCH OUT!

- ⚠ No Safety
- ⚠ Low Stability
- ⚠ Hurt More

VIGOR	EVADE	DMG. TAKEN	BLOCK	STABILITY	SPECIAL TECH
	moment of safety	100%	✓	normal	✓
	vulnerable	150%	✗	low	✗



# TREASURES & TOOLS



## SWORD

IS THIS THE HERO'S BLADE?  
OR A FORGERY?



## STICK

JUST A STICK!!



## SHIELD

LEFT BY A RUDELING  
USE TO DEFLECT BLOWS.



## BOMB

UNSTABLE POWDER MADE FROM  
THE FAIRY OF THE WEST GARDEN.



## BOMB

MADE FROM SLOM, THE  
PUDDING THAT GOES BOOM.



## BOMB

FIRE FIRE EVERYWHERE! AND  
OW OW OW OW OW.



## KEYS

YOU NEED A KEY TO OPEN ONE OF THE  
RARE OLD DOORS. THE KEY DISAPPEARS...



## FRUITS

EAT FRUITS TO RESTORE HP OR MP. THEY  
ARE GONE FOREVER, SO SNACK SPARINGLY.



## HOT PEPPER/IVY

ONE IS SPICY, ONE IS MINTY.  
GIVES A BOOST TO ATT OR SP.



## EFFIGY

BETRAY FOR COINS. EACH BETRAYAL  
IS SWEETER THAN THE LAST.



## LURE

DOLL OF THE BELOVED HERO.  
FOES WILL BE TRICKED!



## GOLDEN COIN

A SPECIAL TREASURE THAT ALLOWS A WISH.  
USE AT WELL TO GIVE TO WISH EATER.

## MAGIC ITEMS



SOME ITEMS USE THE POWER OF YOUR SOUL.  
MAGIC POINTS REFILL WHEN YOU REST, BUT  
THERE IS A FINITE NUMBER  
OF SOULS IN THE WORLD.



SHOWS USES LEFT. EVEN A  
DROP OF MP IS ENOUGH.

**NOTE:** HOLY CROSS IS MORE THAN A MERE ITEM!



## MAGIC POTION

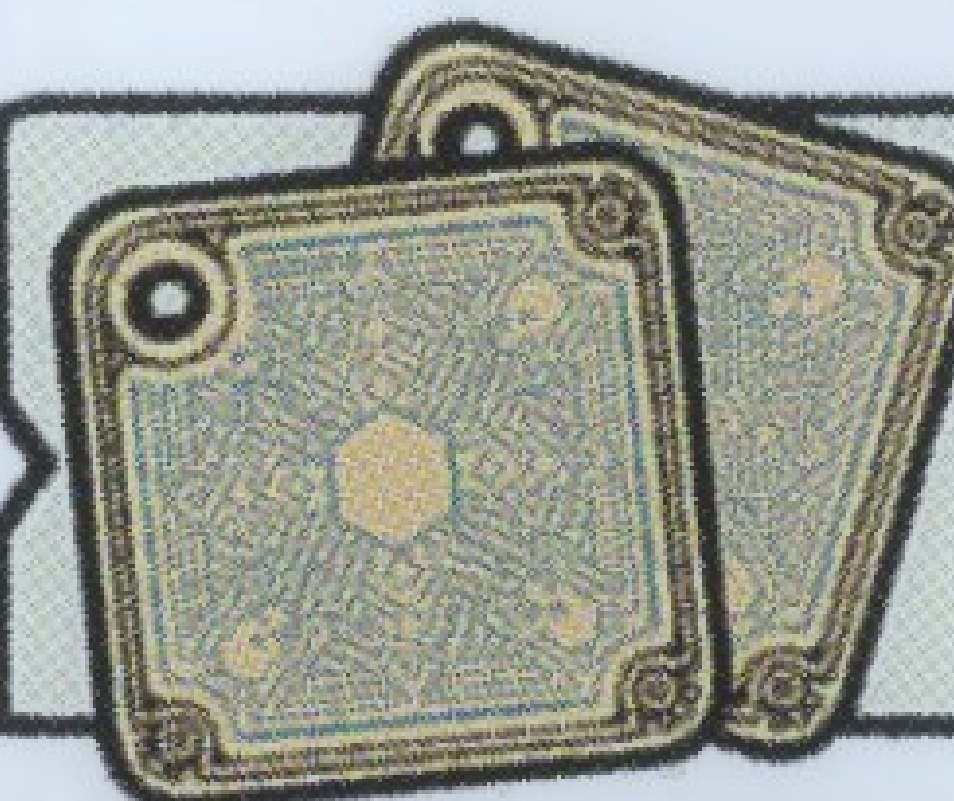
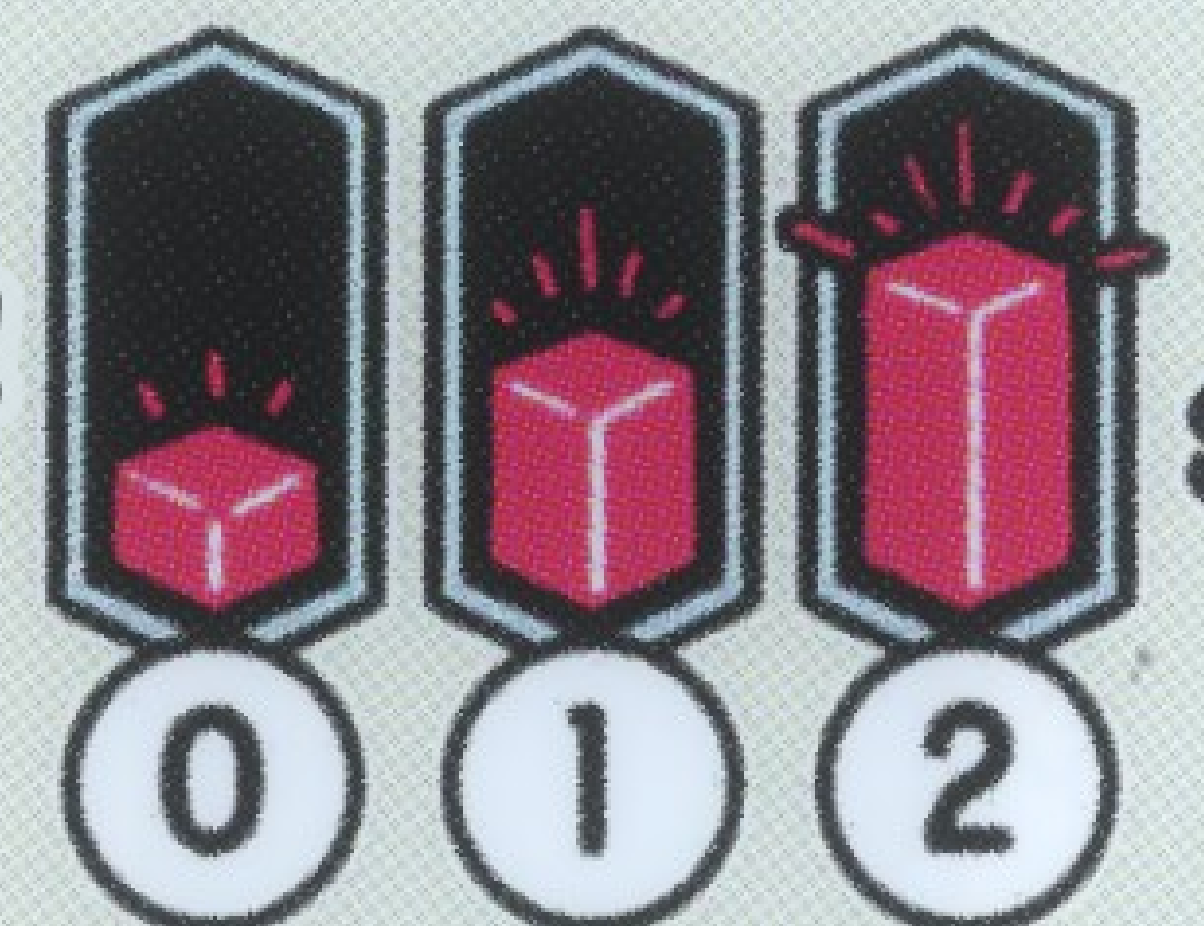
LIFE BLOOD OF THE HERO. QUAFF TO RESTORE  
YOUR WILL TO GO ON. MYSTERIOUSLY REFILLS  
WHENEVER YOU TOUCH A CHECK-POINT.



FIND SOME AND YOU GET A FREE FLASK!



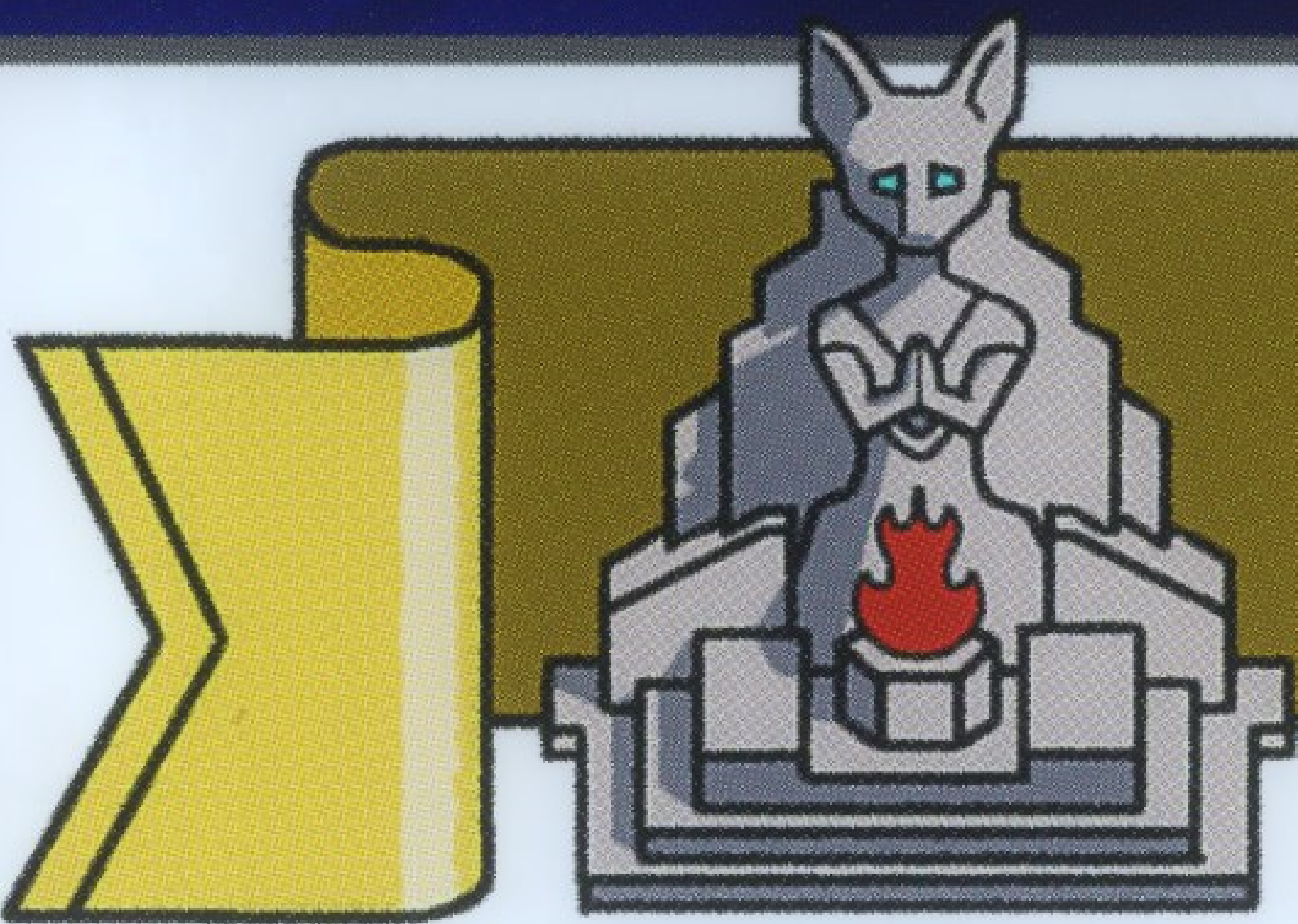
OFFER UP **ASH** TO MAKE YOUR  
MAGIC POTIONS MORE POTENT!  
IT IS SAID THE **ASH** OF HEROES  
FORTIFIES THE BLOOD.



**CARDS** ARE WAYS TO BE INSPIRED  
TO UNUSUAL GREATNESS.

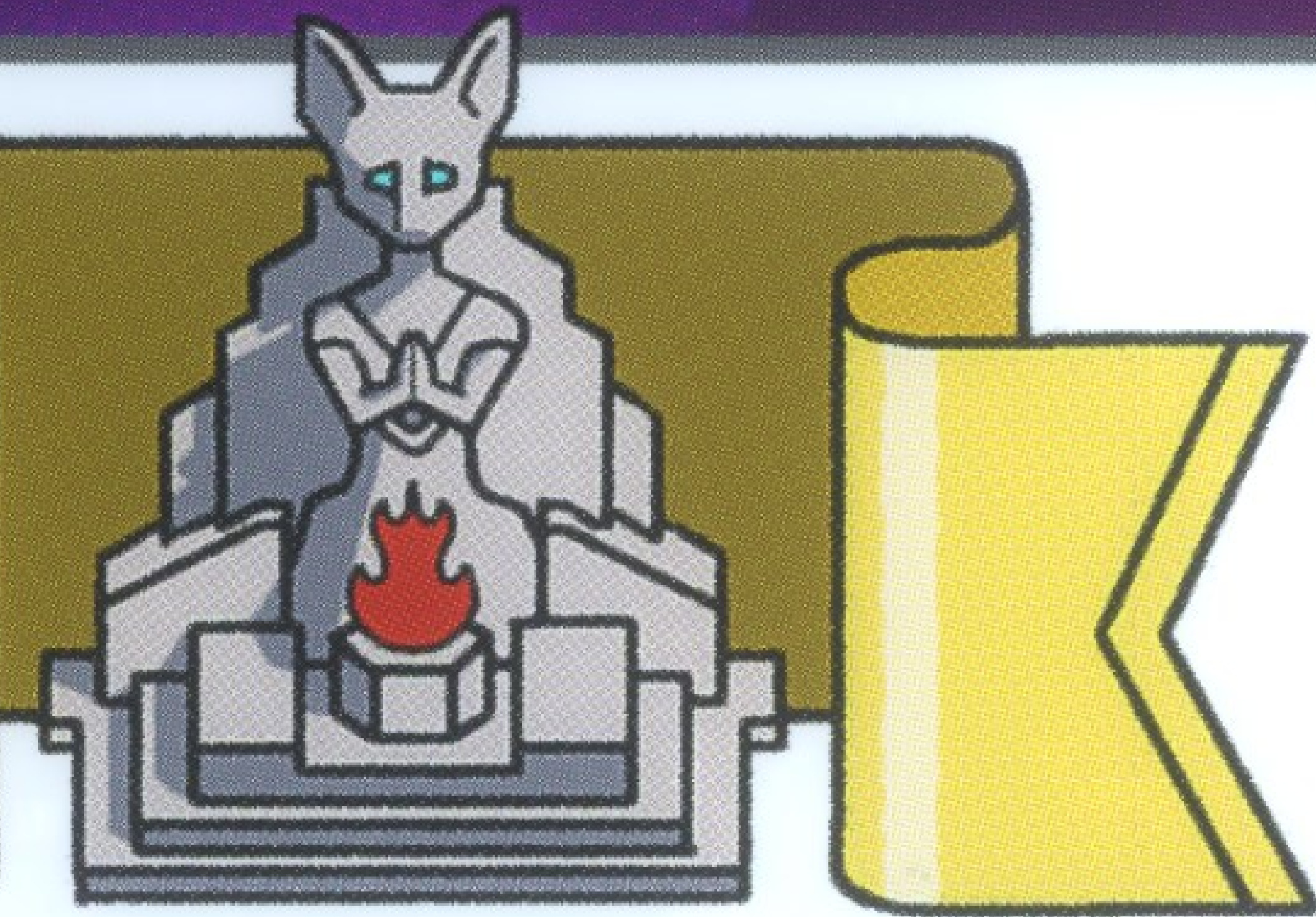
20





If you seek to increase your power...

# RISK AN OFFERING TO THE HEIR



THE PRICE GOES UP EACH TIME...

1

2

3



ATT

100

150

200

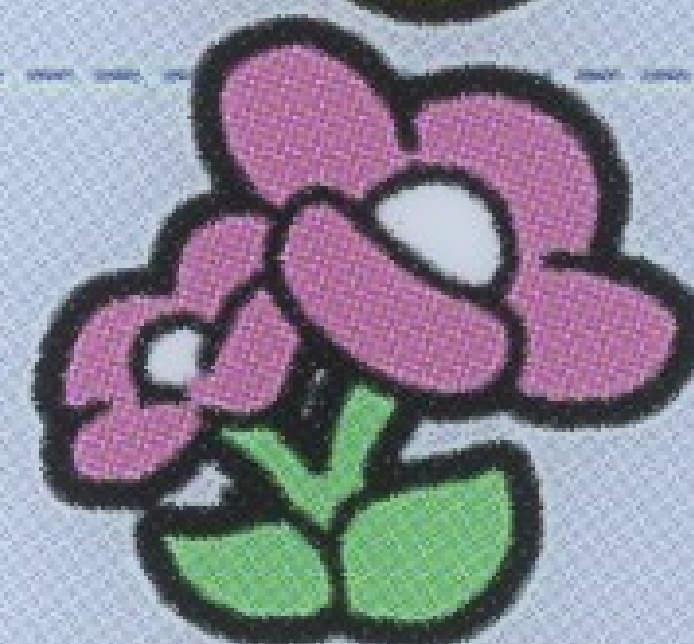


DEF

100

150

200

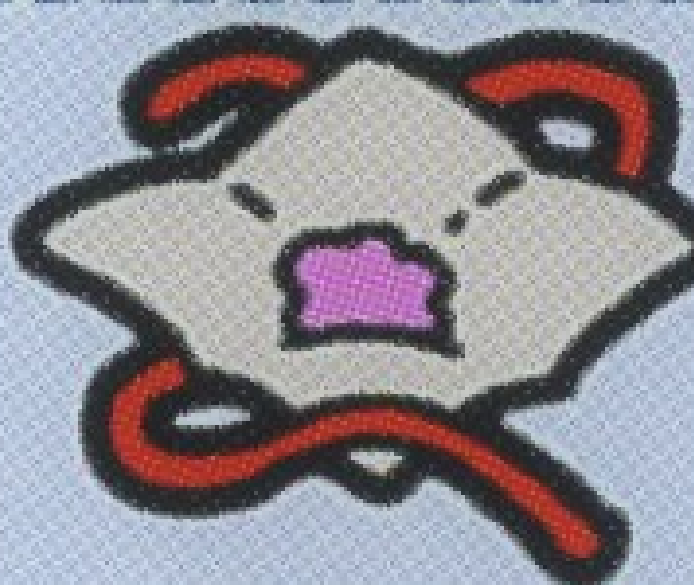


HP

200

250

300



Potion

100

300

1000



???

300

???

???



???

???

???

???

AS THE SHORE BLEEDS ONE OF FALSEHOODS AND MEMORIES, THE HEIR HUNGERS FOR REMINDERS OF THE CORPOREAL WORLD. OFFER THESE MEMENTOS AND SHARE A DELUSION OF POWER.



TAB

OFFERT  
200

ATT  
3



DISPERSE

200 +

ATT  
3

ATT  
4

NO

OK

WARNING!

PILGRIMS TO THE SHORE ARE STRIPPED OF THIS FALSE POWER.

41





OH NO!



BAD NEWS! THE RUIN SEEKER HAS RUN OUT OF HEALTH-POINTS!

BUT WAIT!? A **STRANGE BEING** HAS GIVEN US ANOTHER CHANCE!

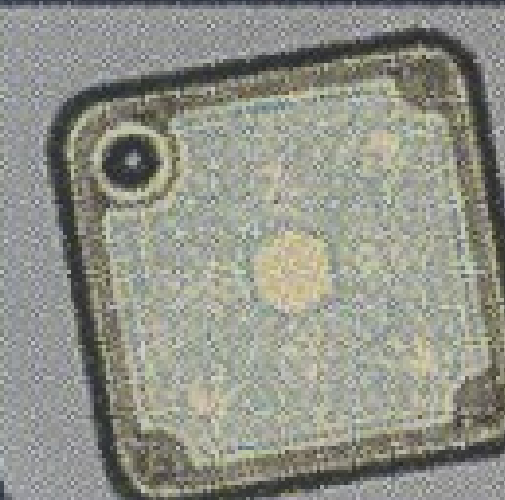
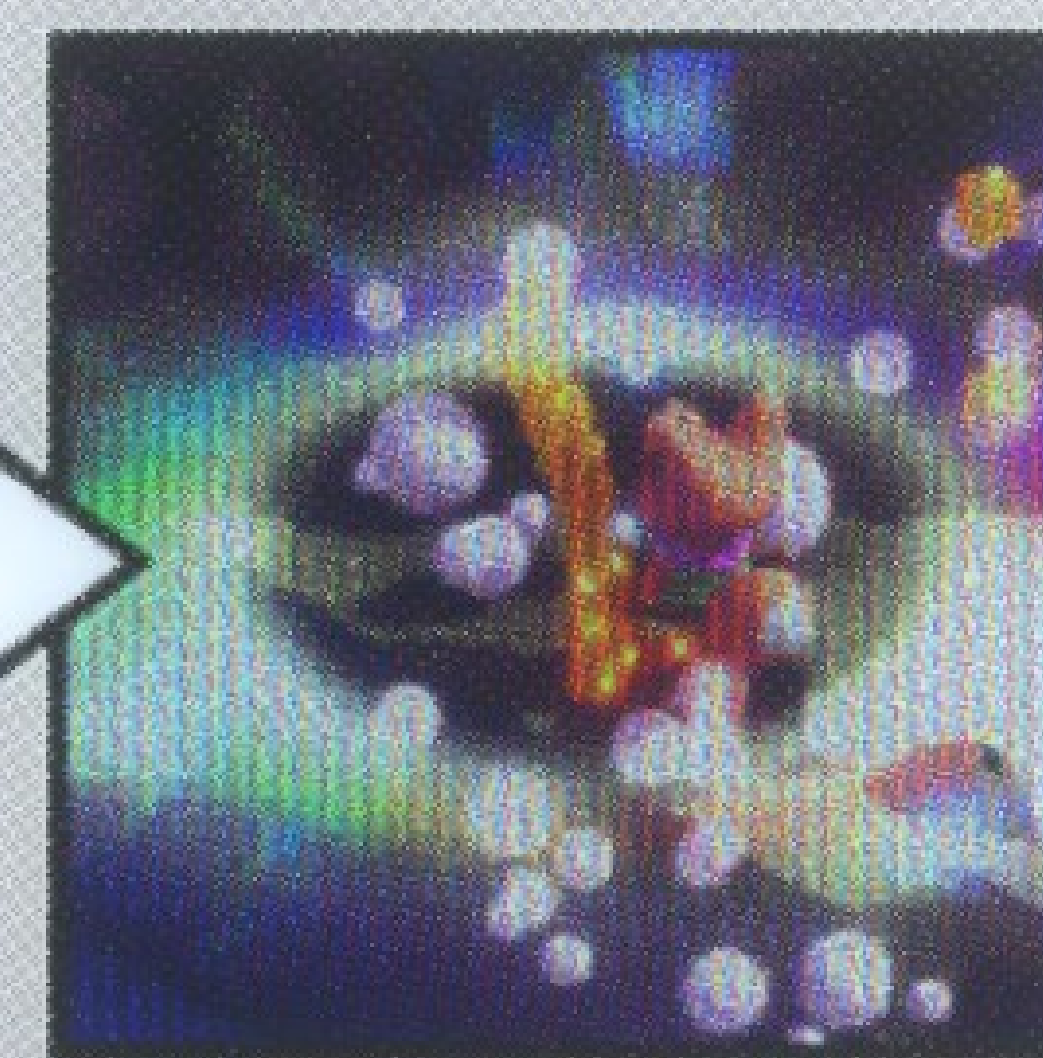
*SUCH A DEBT IS A DANGEROUS THING TO HAVE...*



WHAT WAS BUT IS NOW NOT



THE GHOSTLY FORM OF AN ECHO-OF-SELF. TOUCH IT TO BREAK ITS CONNECTION TO THIS CYCLE AND LET IT DRIFT BACK INTO THE SHORE. BE KIND, AS THIS IS YOUR FATE AS WELL.



CARDS CAN CHANGE ITS NATURE...

"YOU CAN DO IT!"



GARDEN KNIGHT

FUTURE CYCLES LOOK BACK WITH FAITH, KNOWING THE COURSE!! PERSEVERE AND BE SURE TO BOOST YOUR POWER DESPITE THE COST.

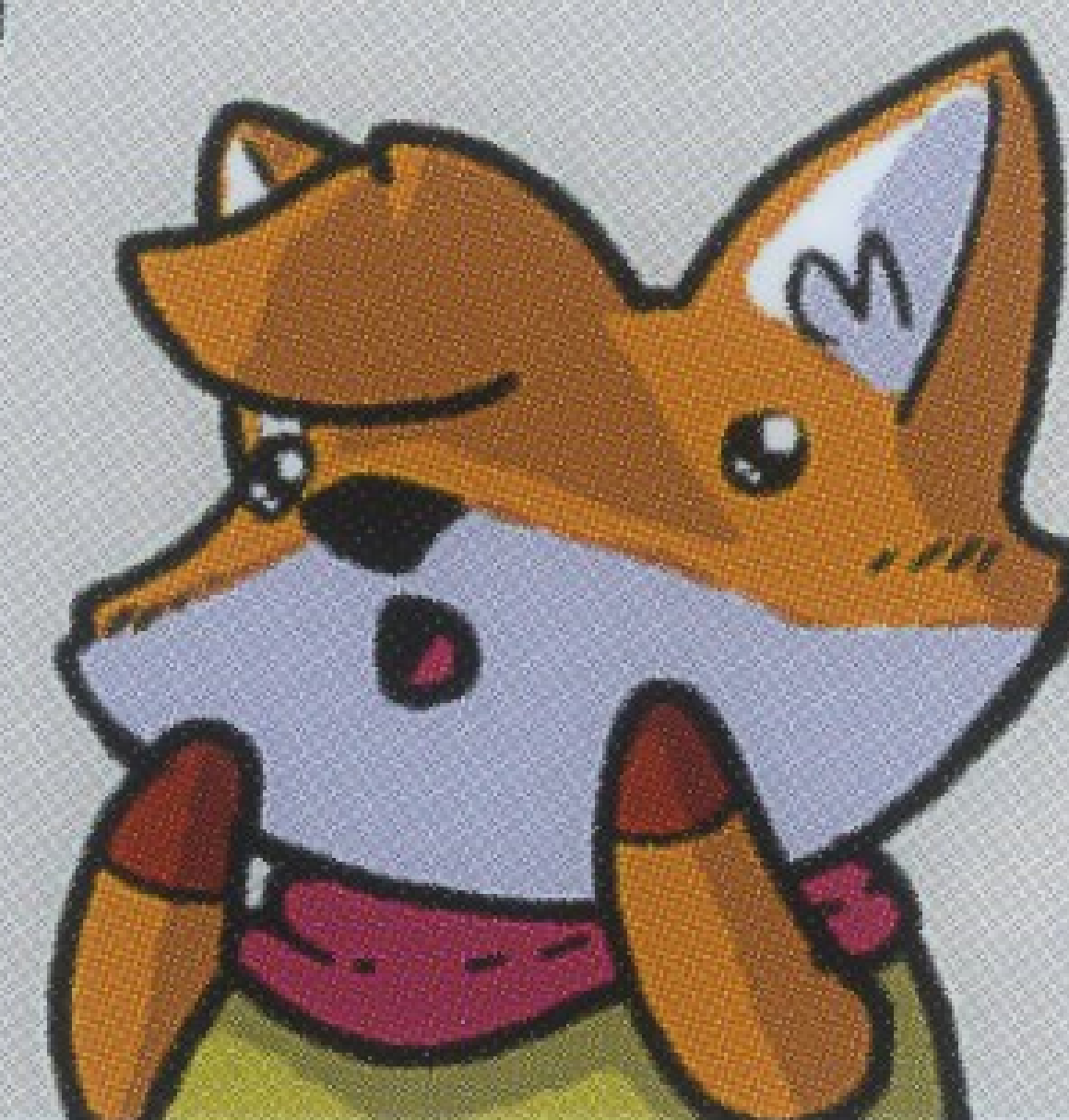
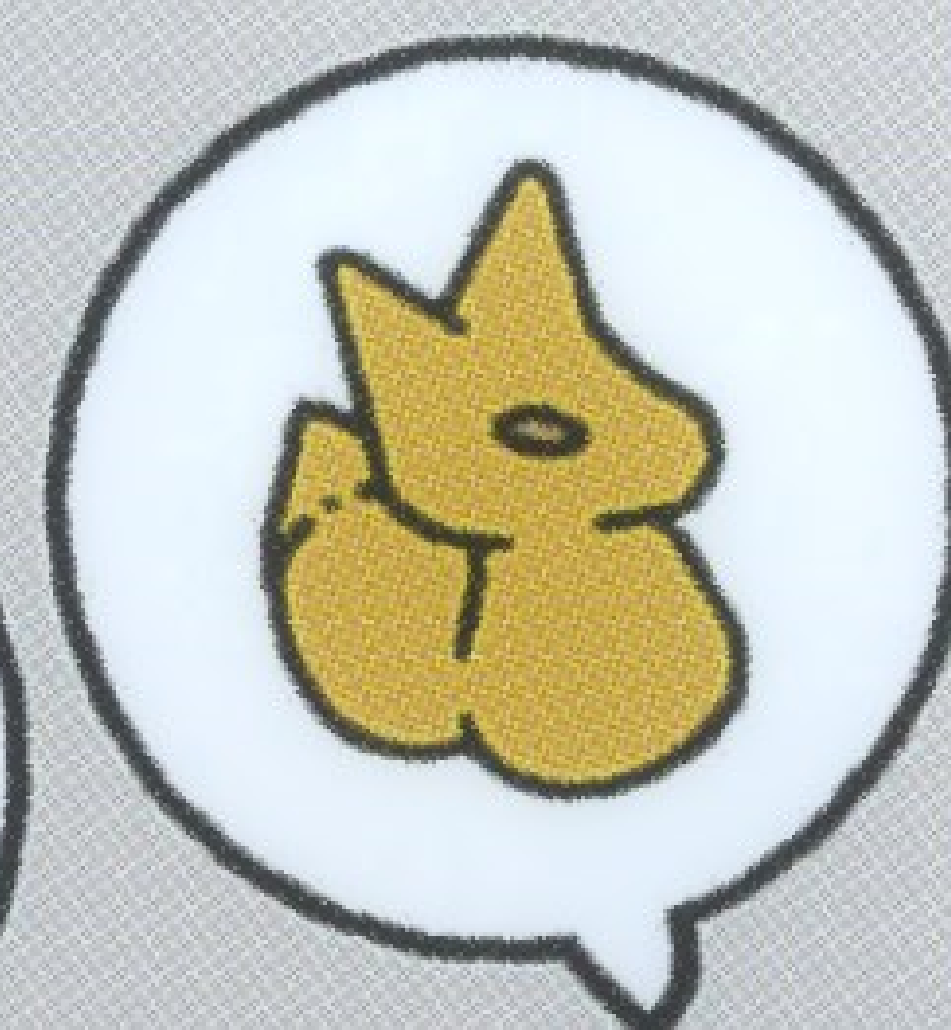
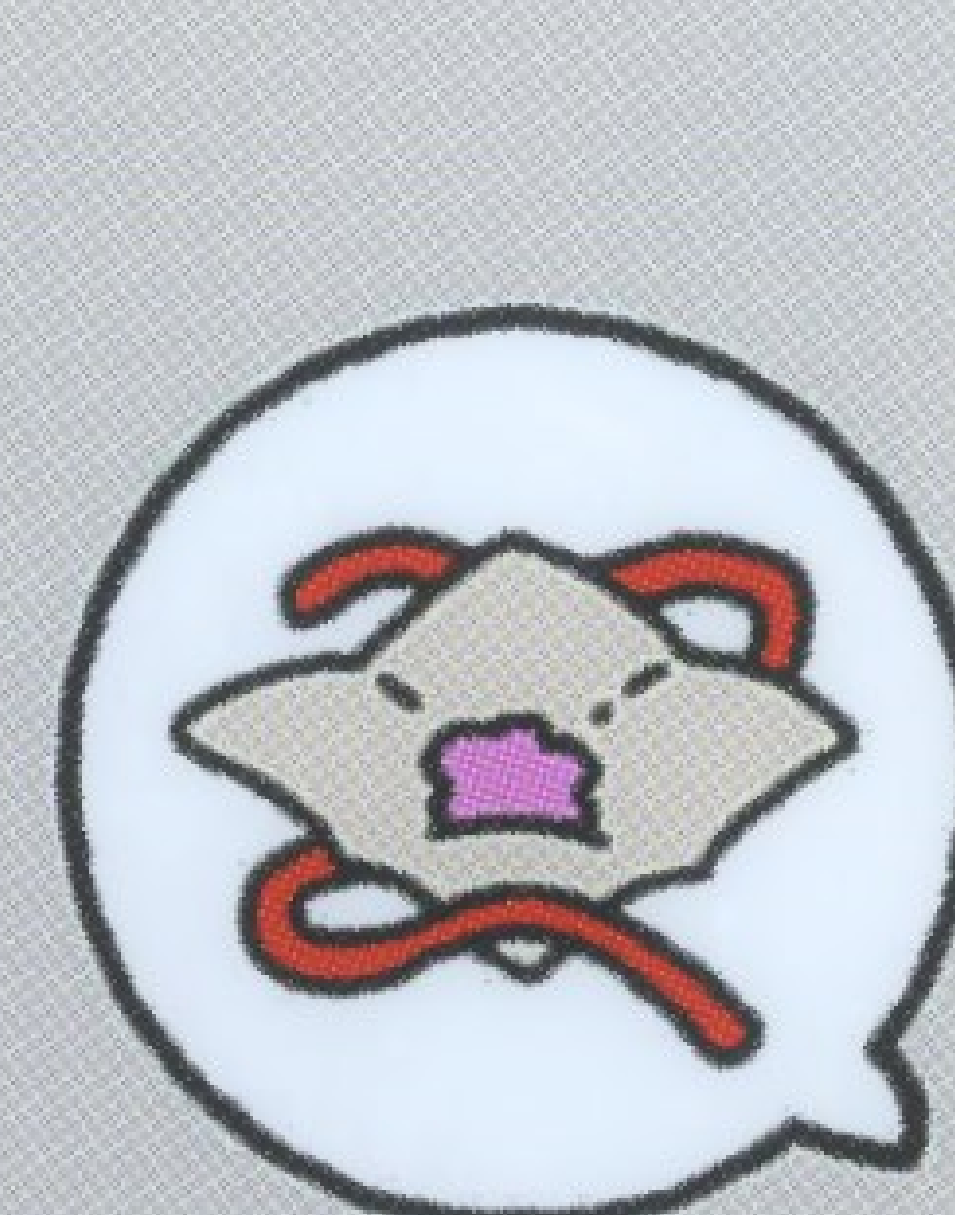
Try to be this strong

ATT

3

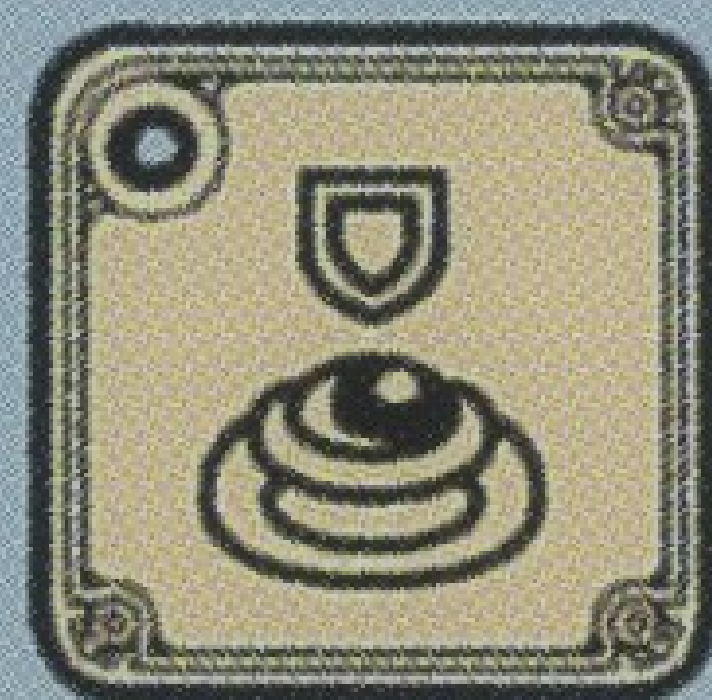
DEF

3





# CARDS



## CYAN PERIL RING

RAISES DEF WHEN YOU ARE IN PERIL .



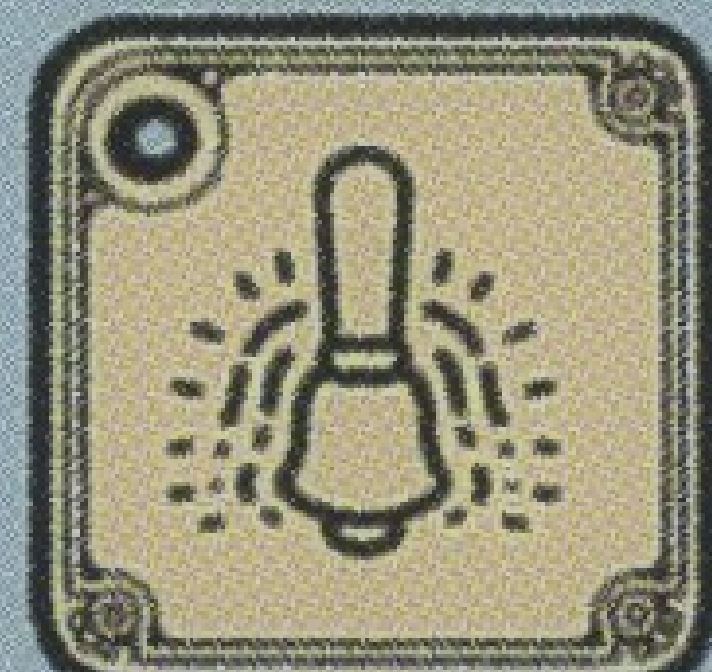
## INVERTED ASH

QUAFFED POTIONS RESTORE MP INSTEAD OF HP .



## LUCKY CUP

FOES LEAVE HEARTS TO HEAL YOU A BIT. RARE. ( 15% )

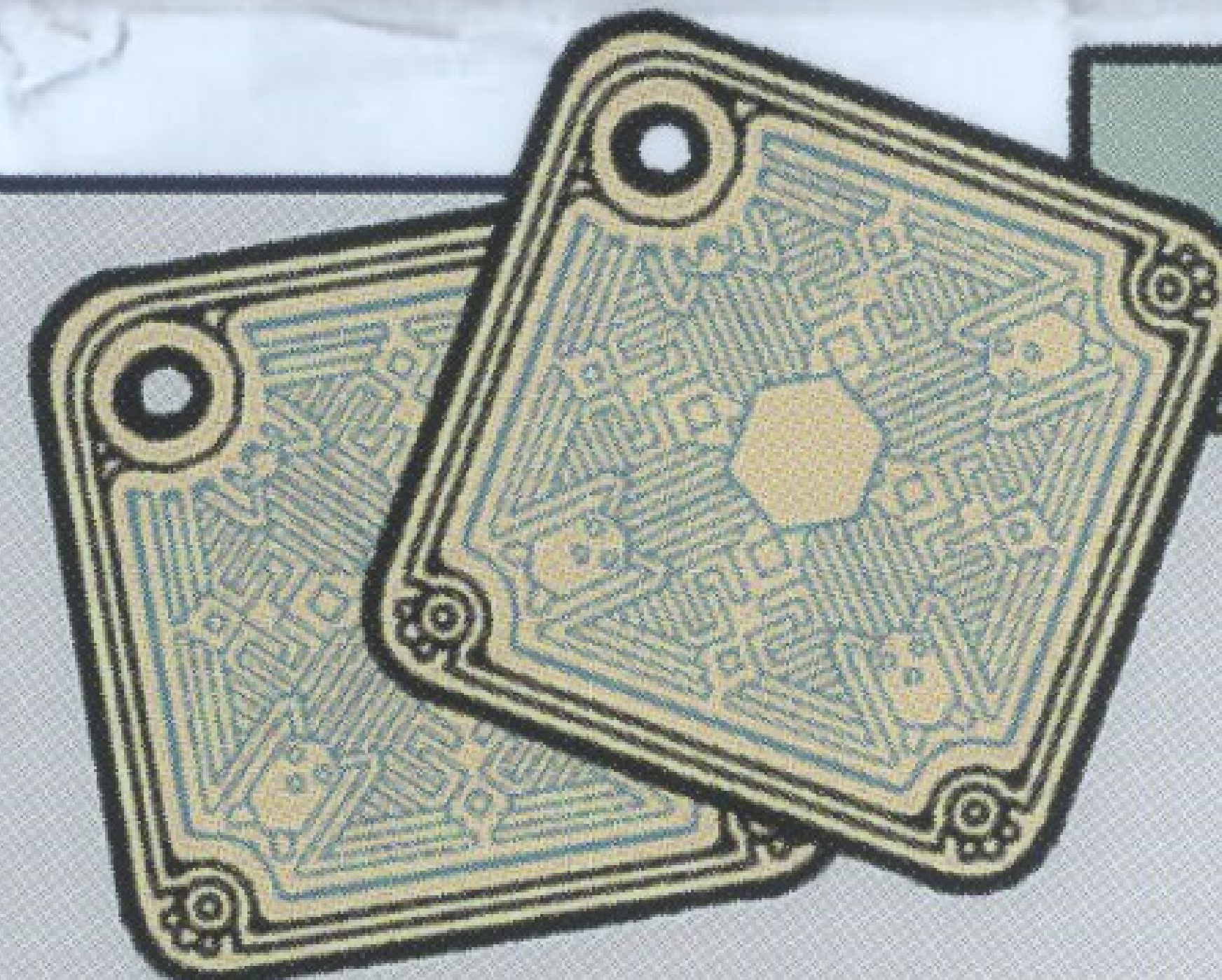


## MUFFLING BELL

SNEAK SNEAK SNEAK... FOES NOTICE YOU LESS.

THERE ARE MANY MORE CARDS! WHAT DO THEY ALL DO? IT'S A SECRET!

51

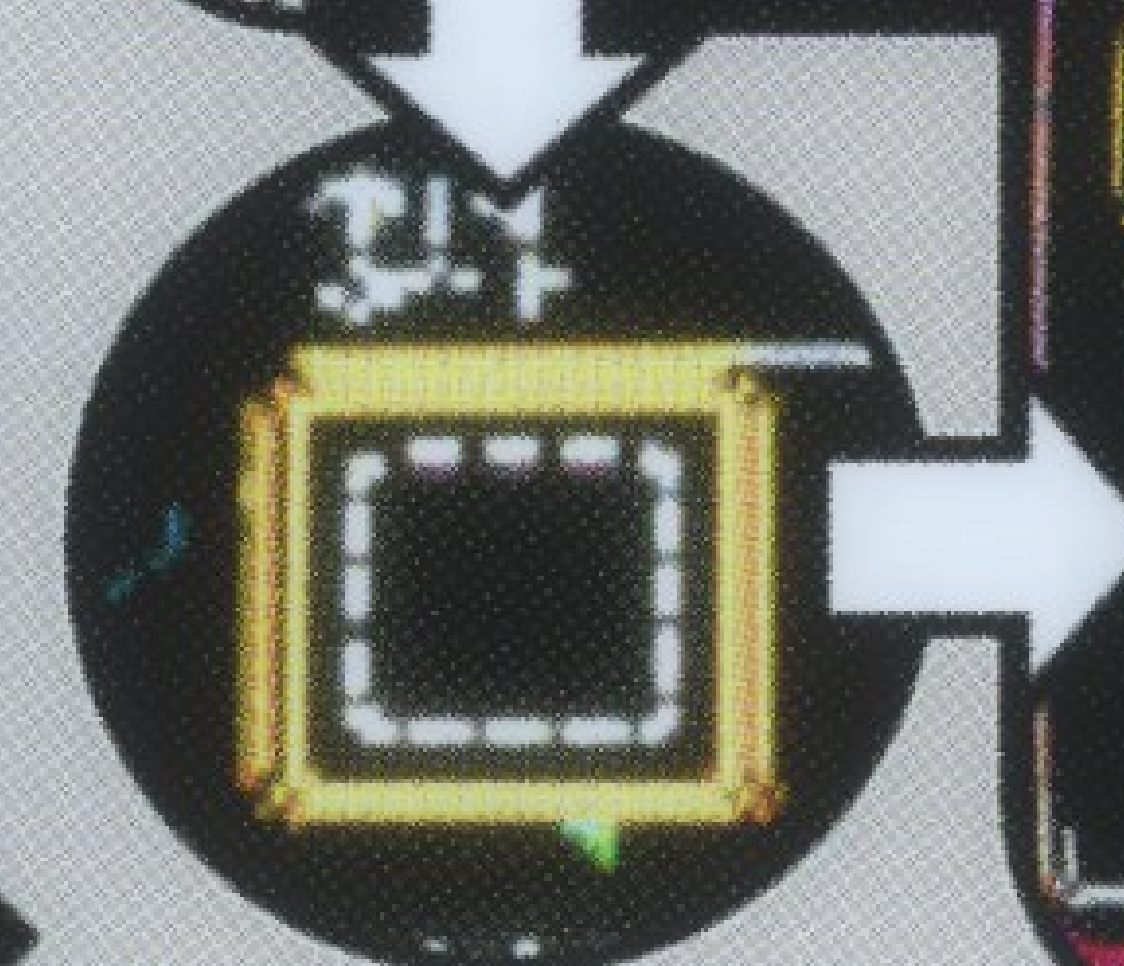
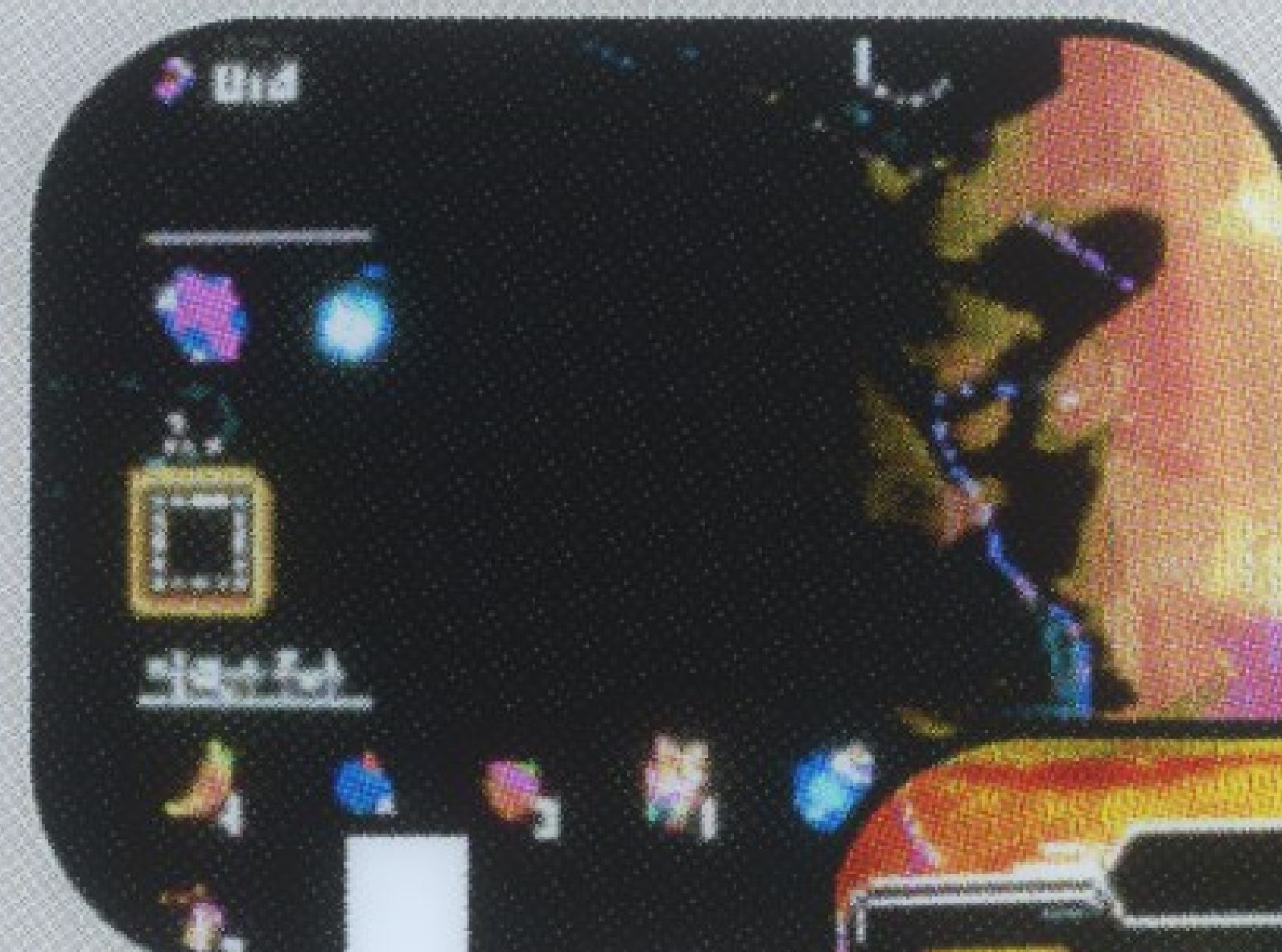


CARDS CAN GRANT POWERFUL INSPIRATION!  
CHANGE THEM OFTEN, DEPENDING ON THE  
CHALLENGE YOU FACE.

1 • OPEN THE INVENTORY

2 • CHOOSE THE SLOT ICON (  )

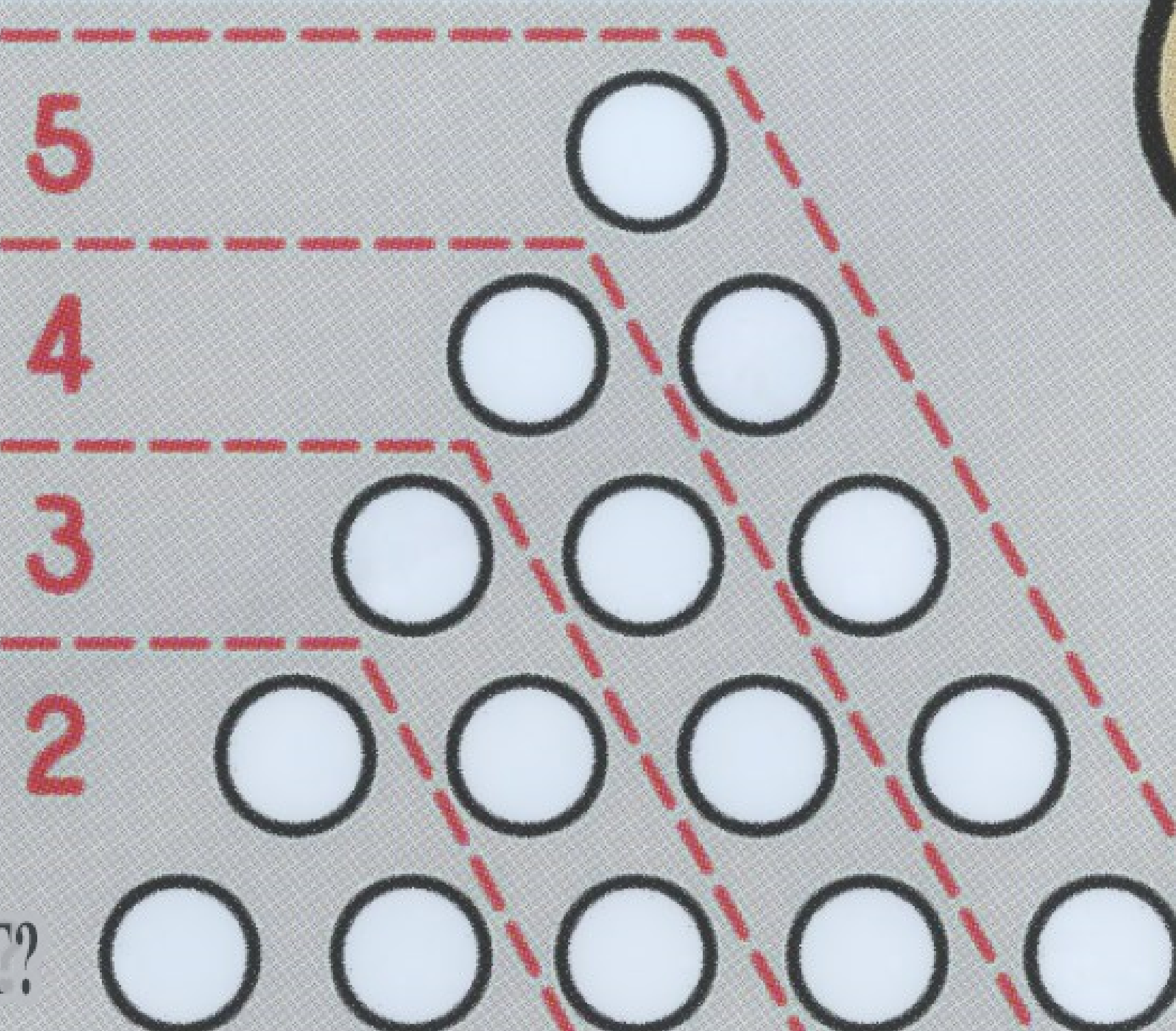
3 • CHOOSE A CARD  
TO MEMORIZE



# WELLS AND COINS



GRANTING WISHES REQUIRES  
PAYMENT, AND FURTHER  
INSPIRATION REQUIRES WISHES.  
THOSE WHO WISH ENOUGH CAN BE  
FORMIDABLE INDEED... BUT TO  
WHOM ARE YOU GIVING PAYMENT?



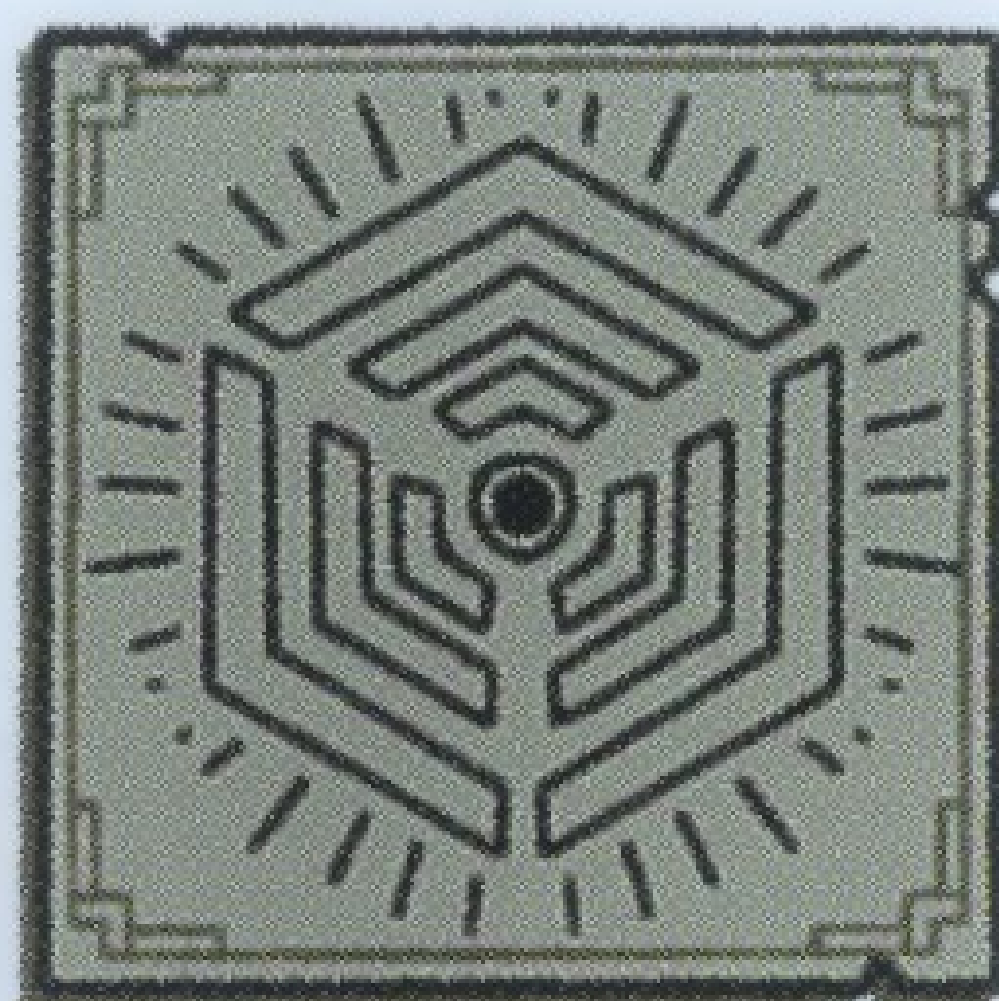
CHOOSE WISELY, RUIN SEEKER!



# HELP!

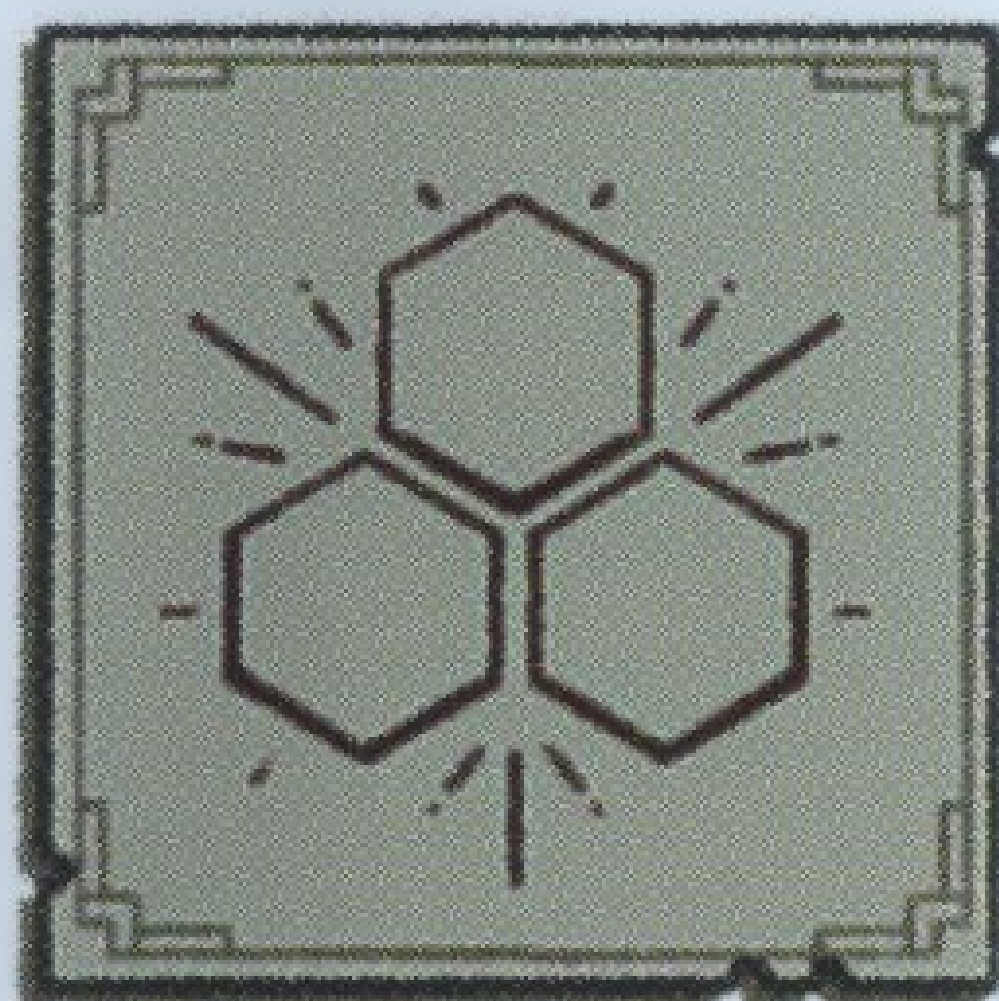
## HINTS AND CLUES

STUMPED? HERE ARE SOME CLUES FOR YOU!  
TRY TO HELP YOUR FRIENDS IF YOU CAN:-



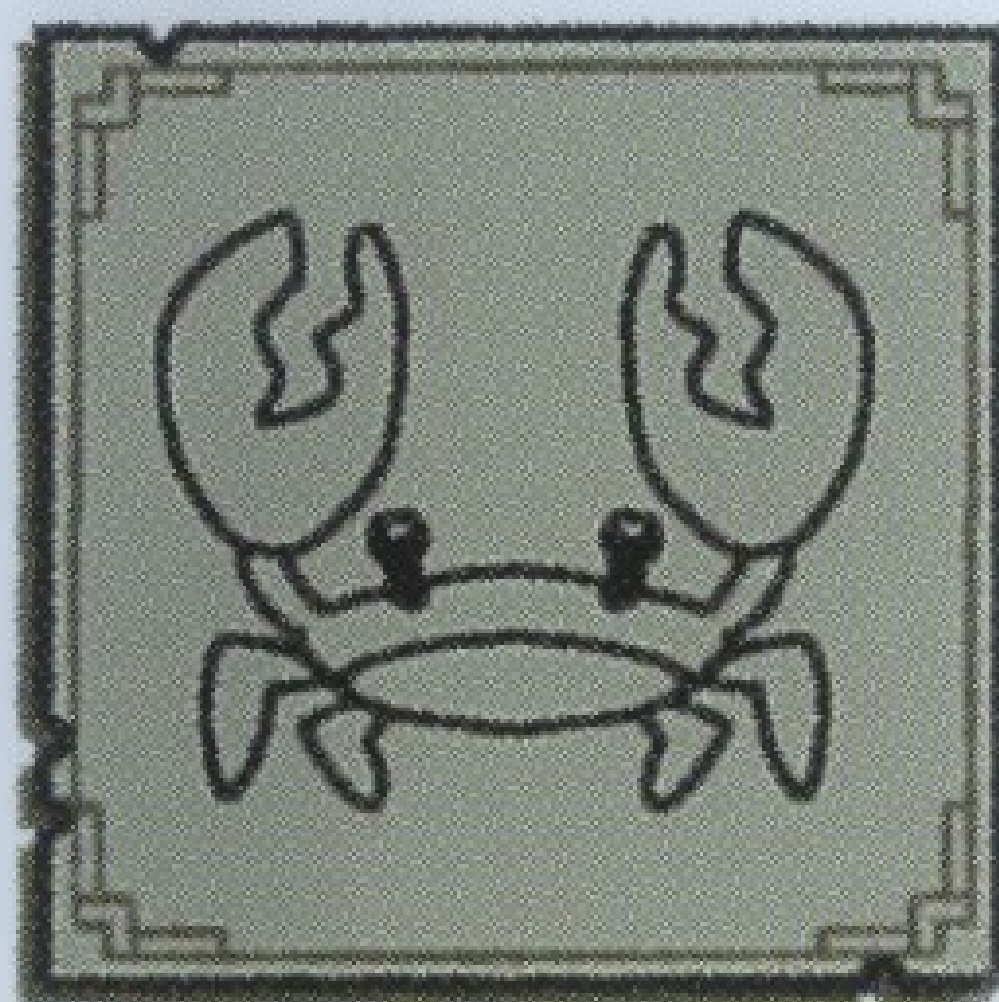
I ENTERED THE TEMPLE BUT IT WAS EMPTY. WHAT NOW?

HERE IS WHERE A RUIN SEEKER WOULD PLACE 3 KEYS ·   



WHERE ARE THE KEYS?   

YOU CAN'T FIND ANY WITHOUT PRAYER ... TRY  · 




HOW DO I GET TO THE RUINED ATOLL?

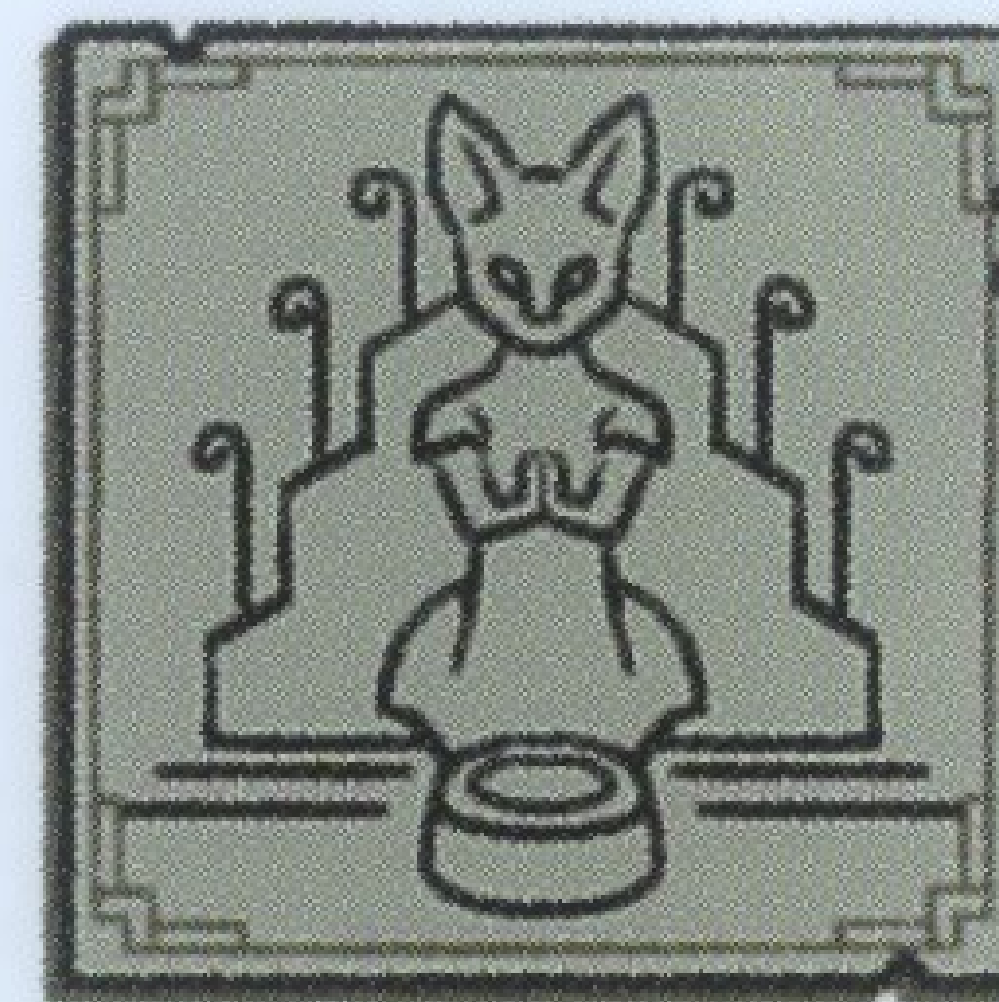
TRAVERSE THE FAR SHORE WITH  AND PRAYER.



WHAT IS THE SECRET OF THE GOLDEN PATH?

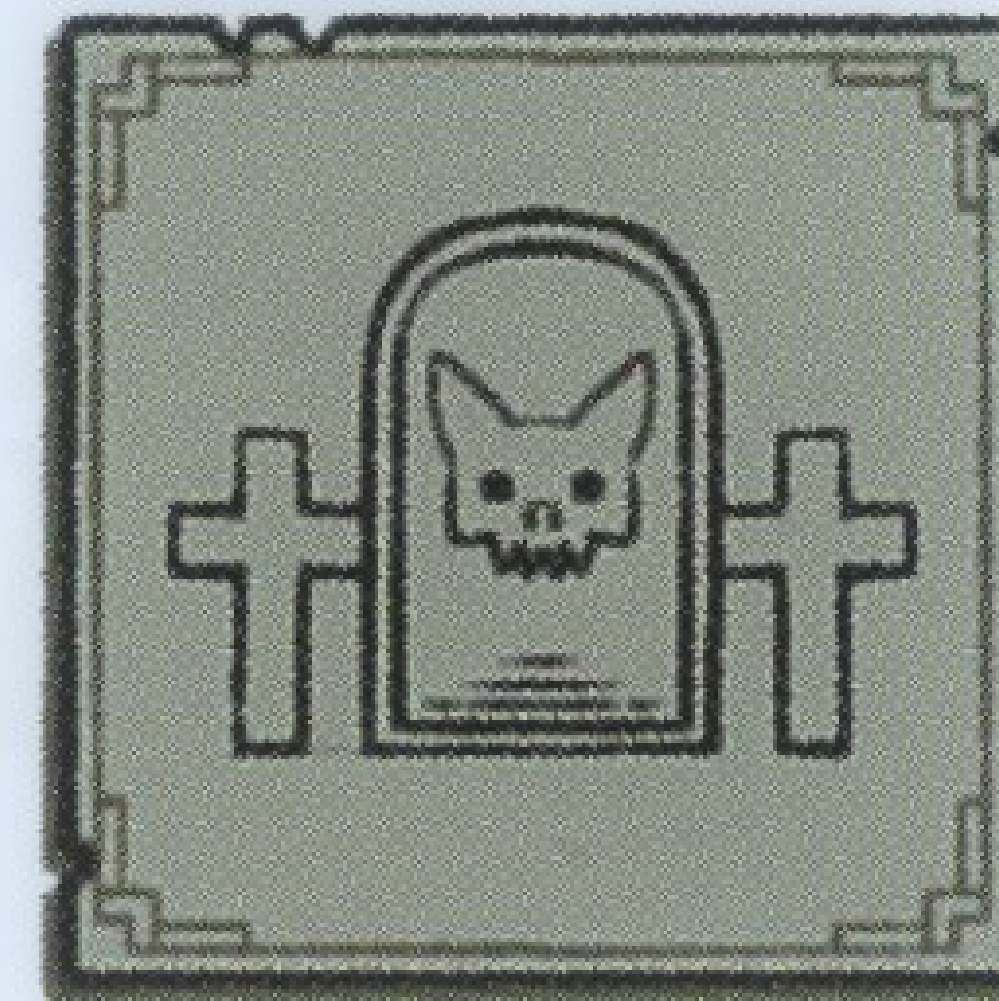
LOOK TO THE STARS, AND TO P. 49 ·

  
I'M STUCK!



THE CHECK-POINT SAYS «DEAD» !?

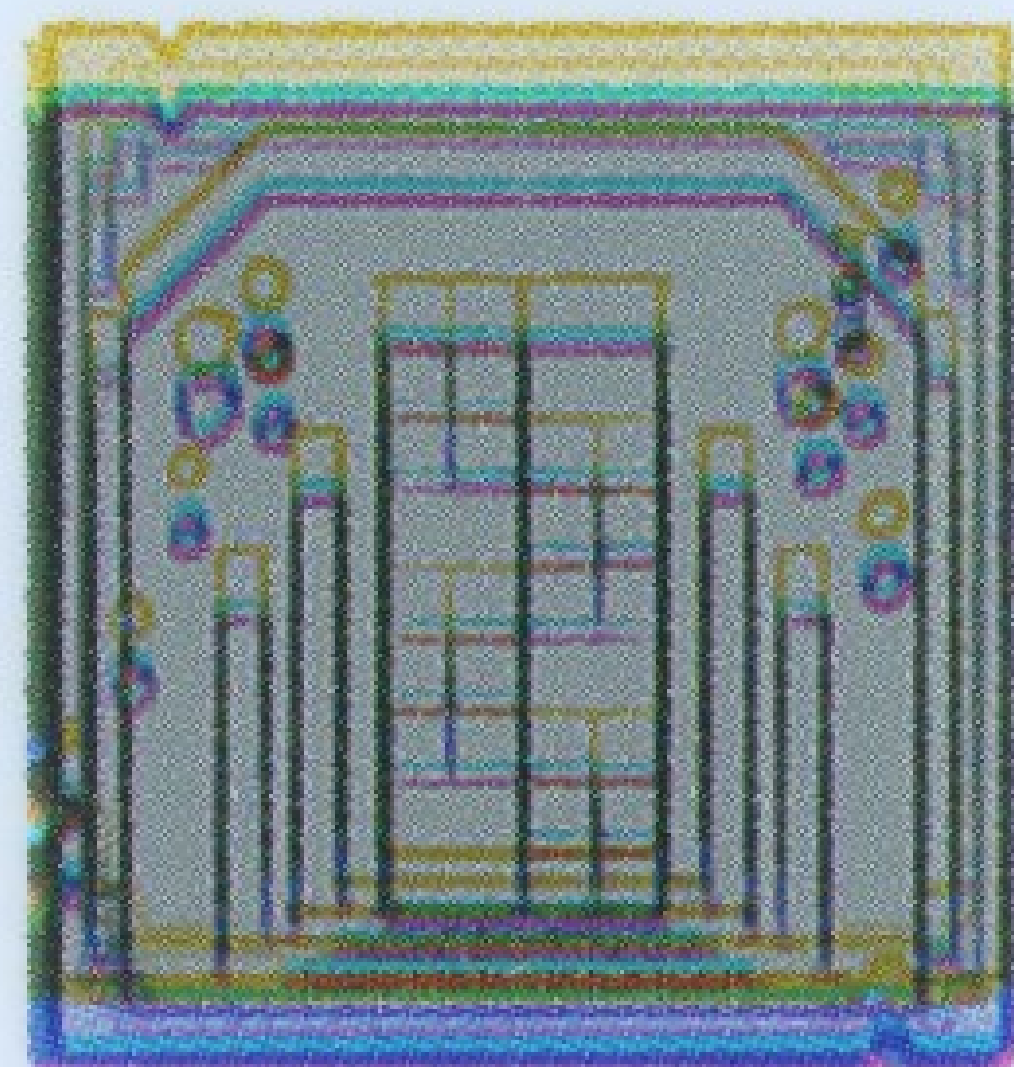
IT MUST SEE TO THE CORE. LOOK FOR A NEARBY  · 



OLD BURYING GROUND IS TOO HARD! WHY?

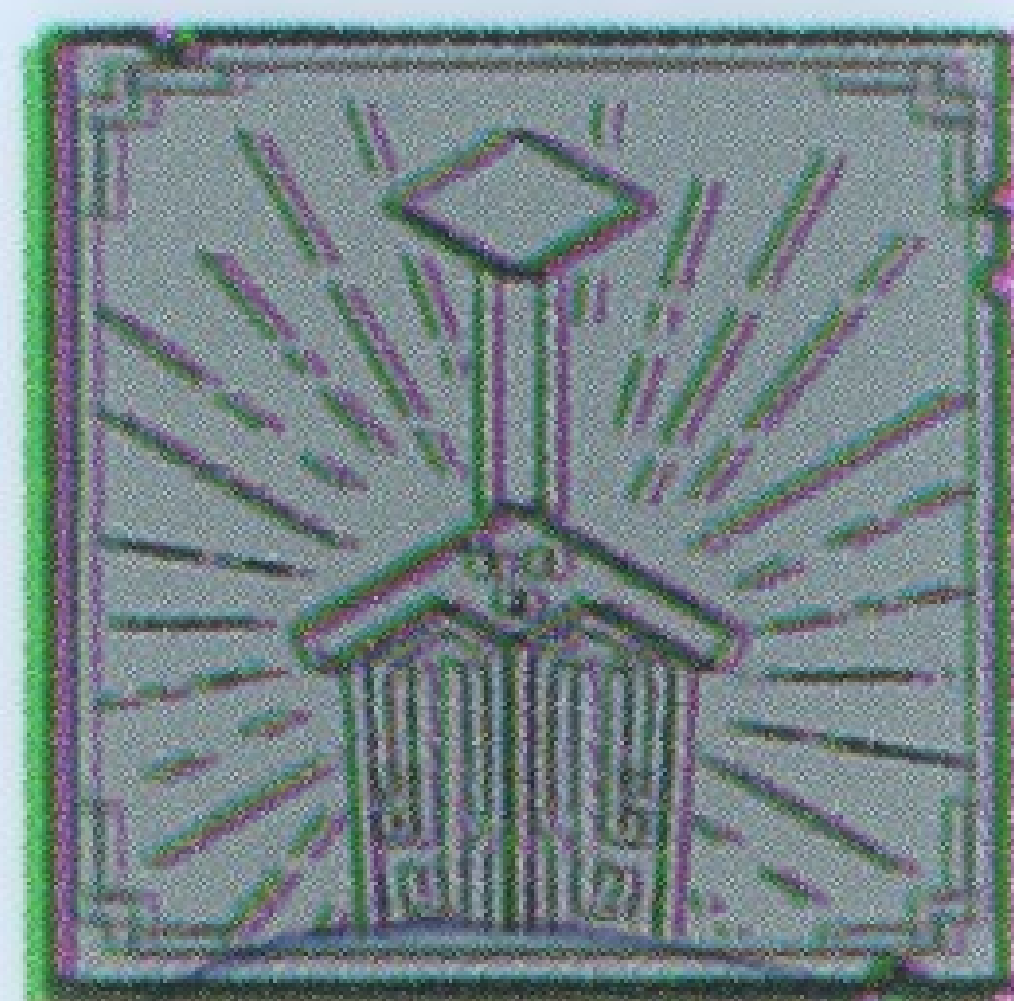
IT IS A PLACE OF DESPAIR. ONLY GHOSTS MAY ENTER.





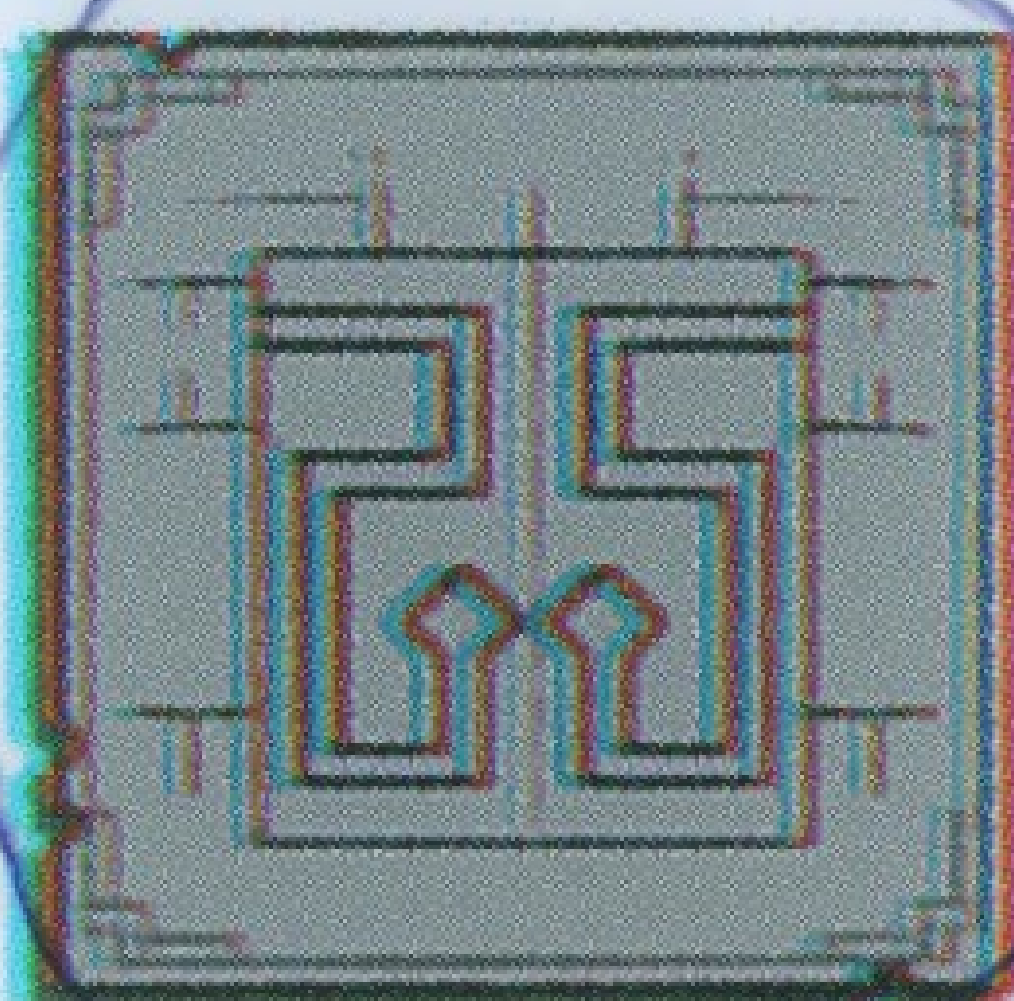
WHAT'S UP WITH THE DOOR IN THE MOUNTAINS?

ALL THE CLUES YOU SEEK ARE HERE IN THESE PAGES.



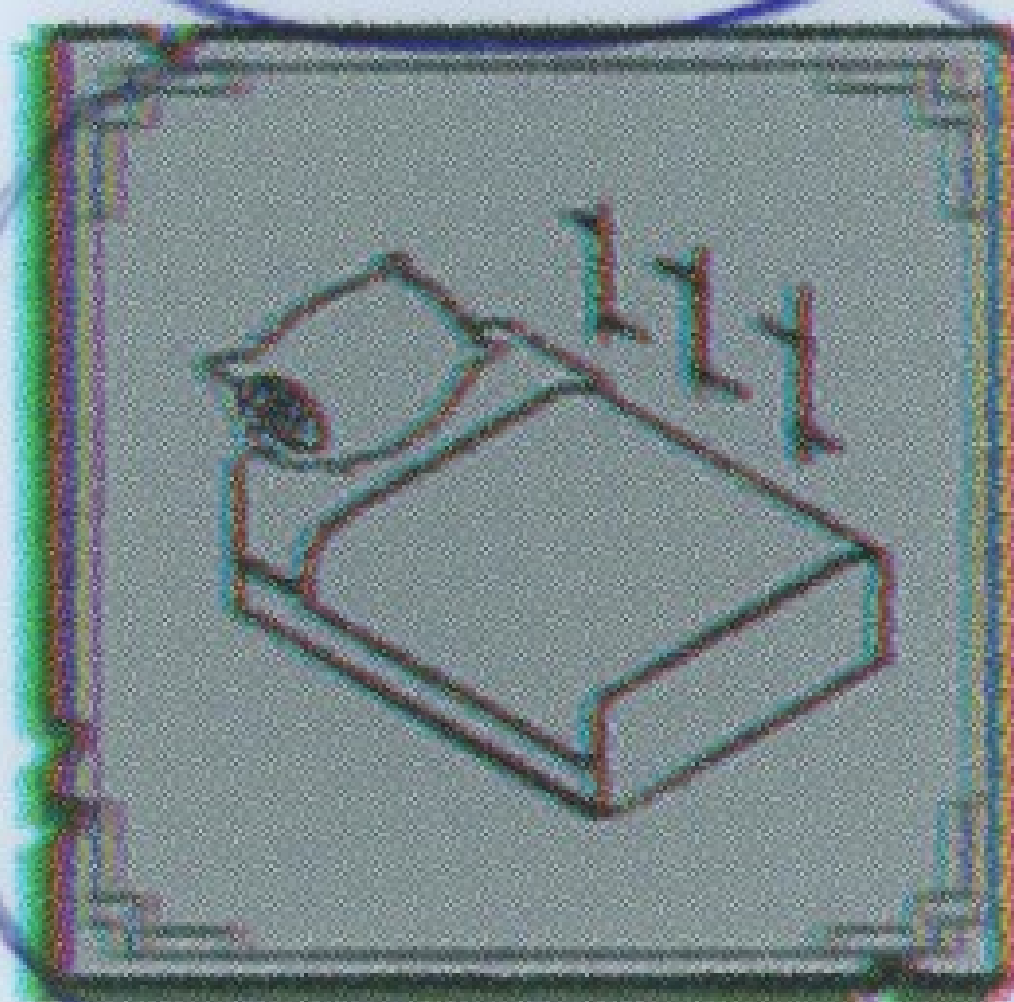
HOW DO I DEFEAT THE HEIR?

GATHER THE RELICS FROM THE HERO'S GRAVE .



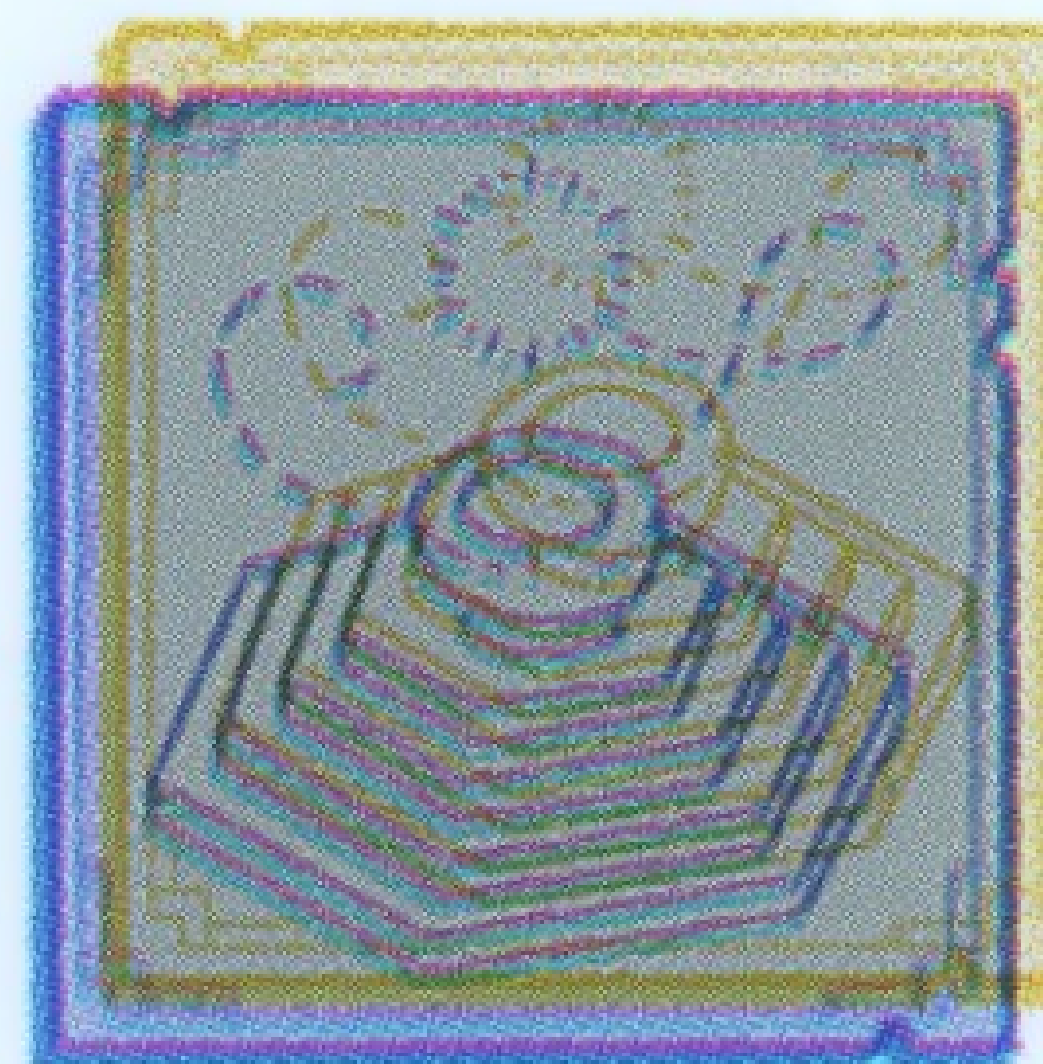
HOW DO I OPEN THESE DOORS?

SEEK THE HOLY CROSS .



CAN I GO BACK TO HOW THINGS WERE?

PERHAPS THERE IS A WAY. MAYBE THIS IS ALL A DREAM ...



WHAT'S BEHIND THE WATERFALL?

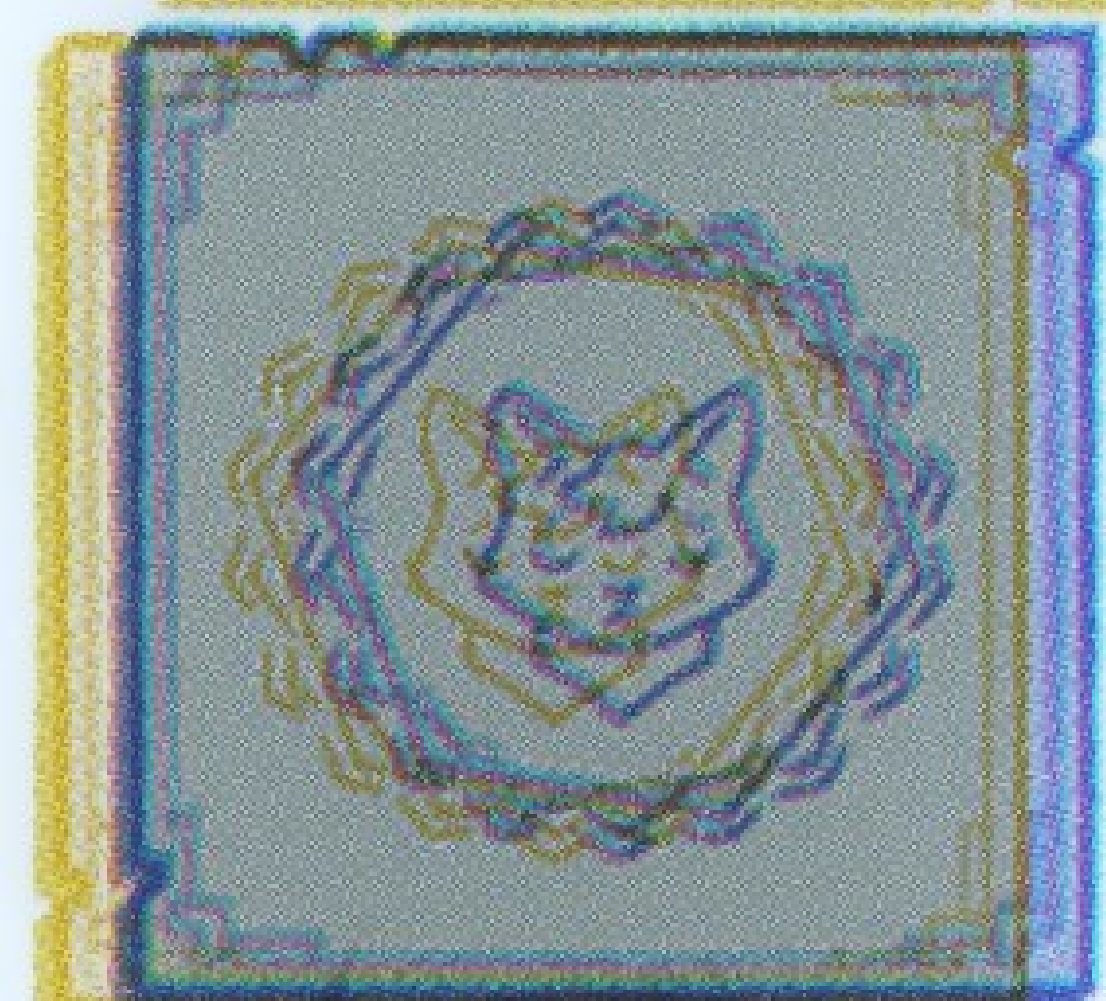
DO YOU KNOW OF THE FAIRIES ?

TURN TO P. 47 AND LOOK CAREFULLY ...



WHAT'S THE NEXT PIECE OF THE PUZZLE?

EVERY PAGE HAS A SECRET, EVEN THIS ONE.



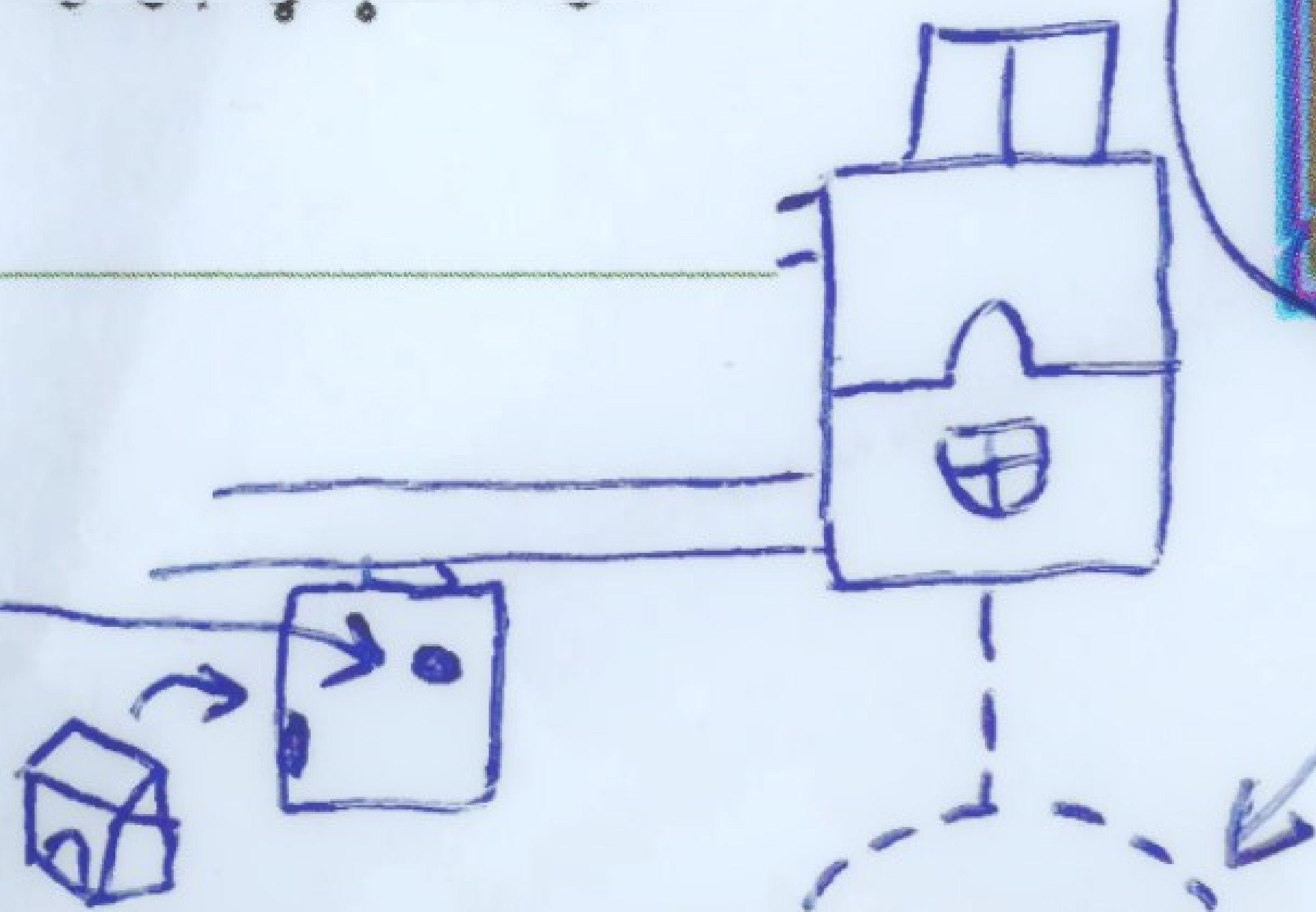
HOW DO I TRULY ESCAPE?

SHARE YOUR WISDOM AND BREAK THE CYCLE.



I FOUND A TREASURE. CAN I SEE THEM ALL??

YES, THERE IS A PLACE ...

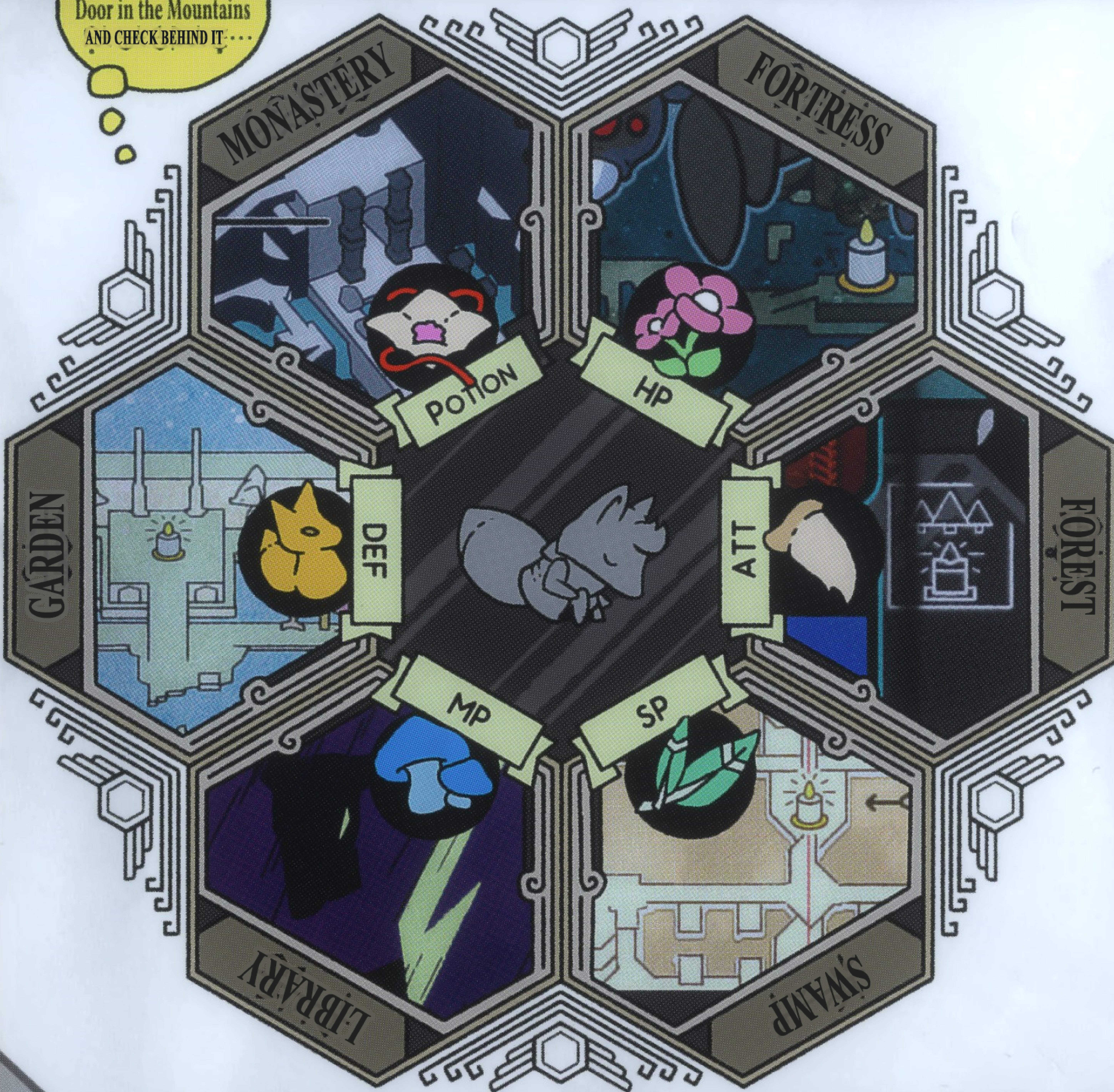




DO YOU KNOW THE  
SECRET WAY? GO TO THE  
Door in the Mountains  
AND CHECK BEHIND IT...

## THE SECRET

TO PRAY, BE STILL FOR A  
RUIN SEEKER, PRESS & HOLD  
NO HOLY BEING WILL EVER HEAR  
GIVE OF THEIR CORE AND AWAY

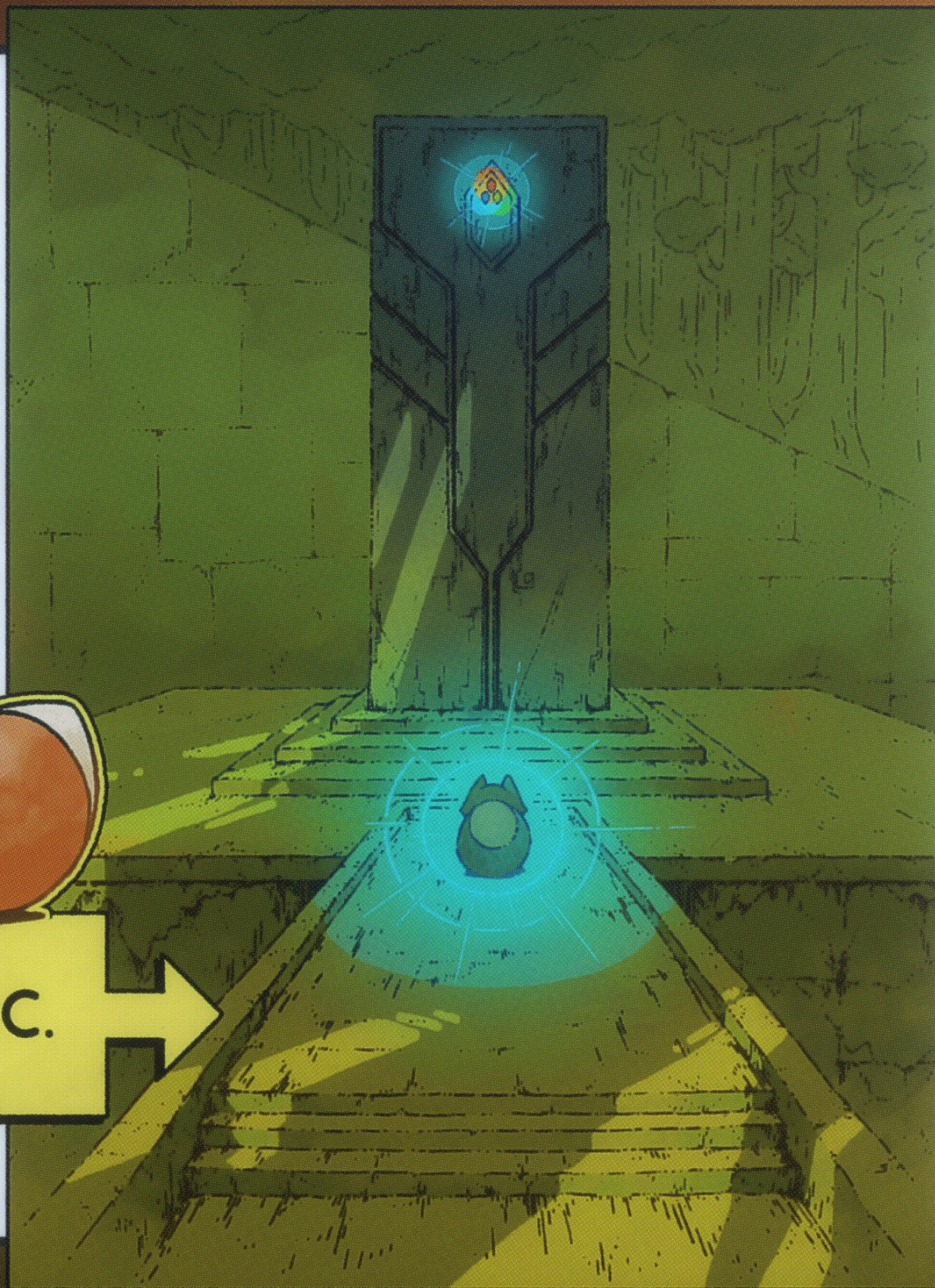




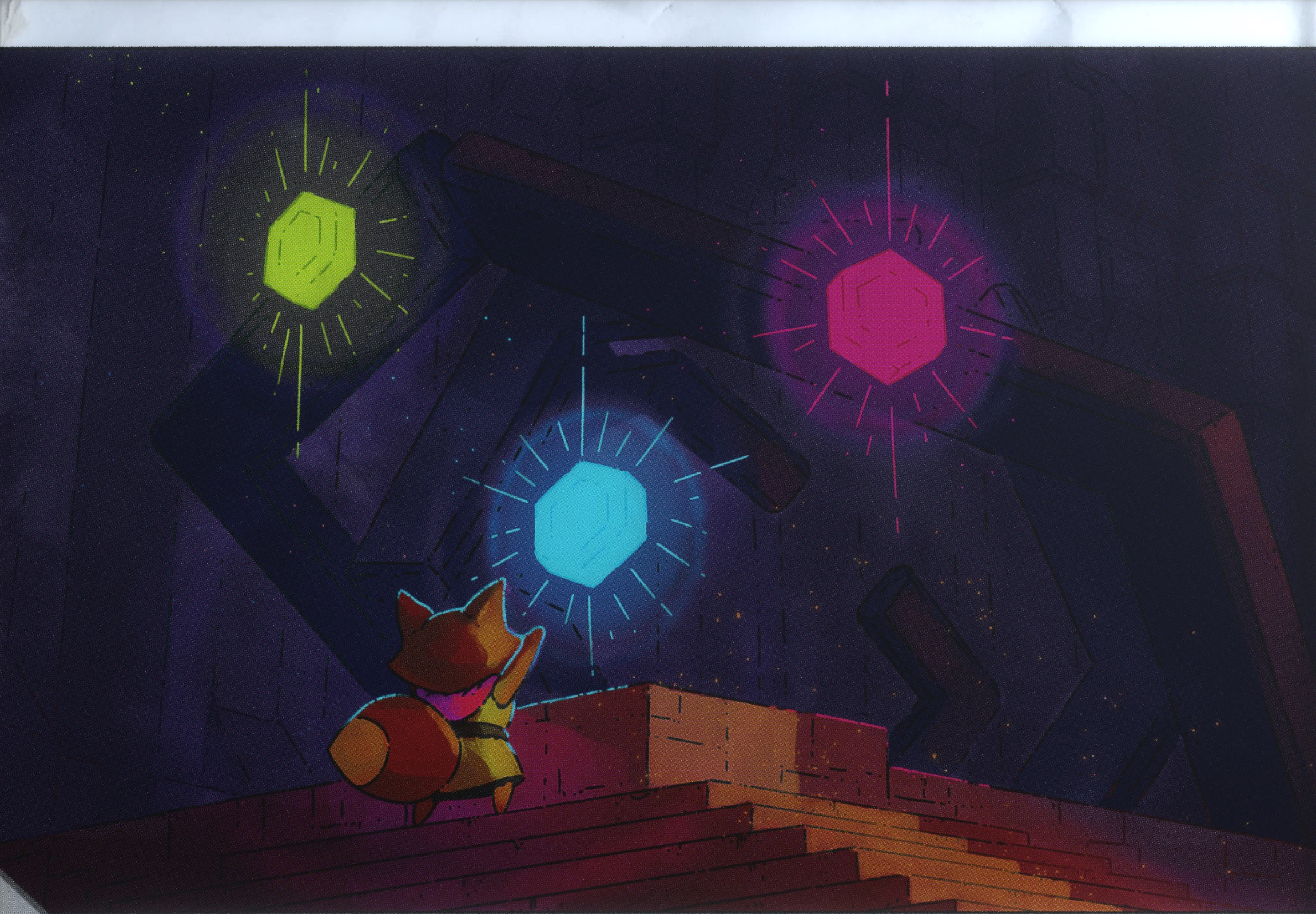
# OF PRAYER

MOMENT AND REST:  
D. [L] FOR A SHORT TIME.  
YOU, BUT VENERATE THOSE WHO  
AKEN THE TOOLS OF A LOST AGE.

PRAYING...



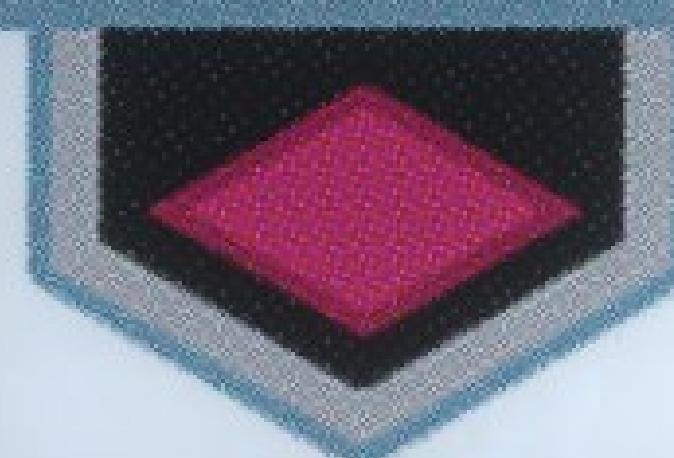






# SURVIVAL TIPS

## KEEP AN EYE ON YOUR BARS!



YOUR WILL TO GO ON. IMPROVE POTIONS WITH ASH (  ) TO GAIN MORE **HP** PER SIP.



IF IT'S FLASHING, YOU'RE OUT OF BREATH. REMEMBER, YOU TAKE EXTRA DAMAGE! 



THE POWER OF YOUR SOUL. USING MAGIC ITEMS CONSUMES IT. SOME FOES LEAVE THEIR SOULS.

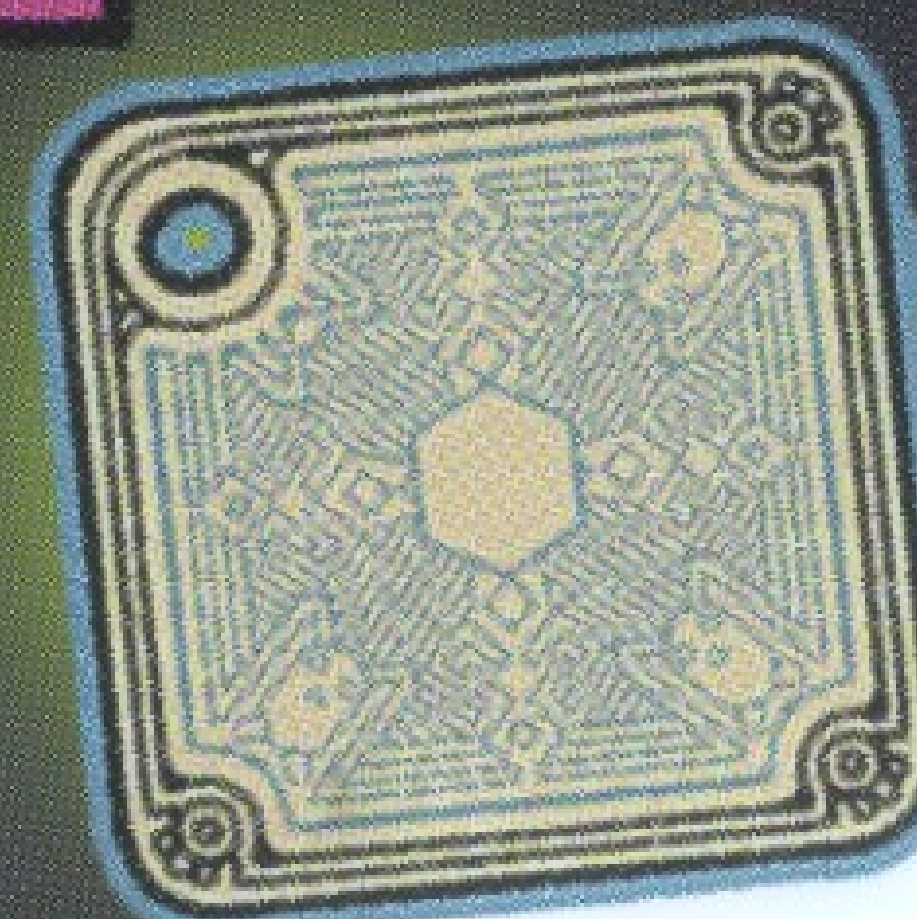


## TIRED ALL THE TIME?

YOU CAN RUN!

YOUR STAMINA-POINTS REFILL, EVEN WHEN RUNNING, SO YOU CAN ENTER FIGHTS STRONGLY. ROLLING EVERYWHERE WILL EXHAUST YOU!

HOLD



## TRY NEW CARDS

HAVE YOU DISCOVERED HOW TO USE CARDS? BE SURE TO MAKE WISHES IF YOU HAVE COINS.







## USE YOUR ITEMS

TODAY IS THE RAINY DAY, SO DON'T HOARD VALUABLE TOOLS. REWARDS AWAIT THOSE WHO USE LIBERALLY.



Extra BOMBS for some reason? You must like using them!

## USE SPECIAL TECHNIQUES

ROLL AND SWORD AT THE SAME TIME TO PERFORM A FAST STAB.



NOTE: IT USES STAMINA-POINTS

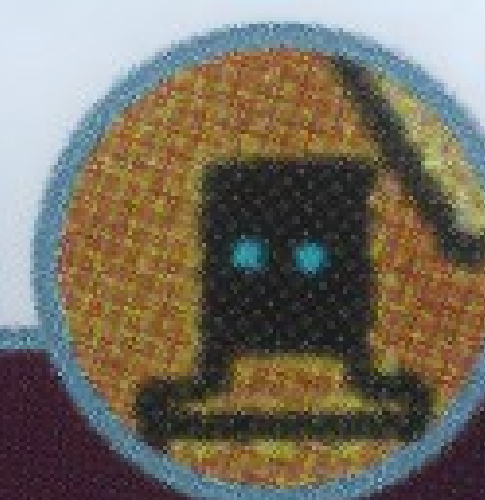


## CHECK THE MAP

SOMEONE HAS MADE MAPS FOR YOU! THERE ARE SECRETS HIDDEN IN THEM, SO LOOK CAREFULLY...



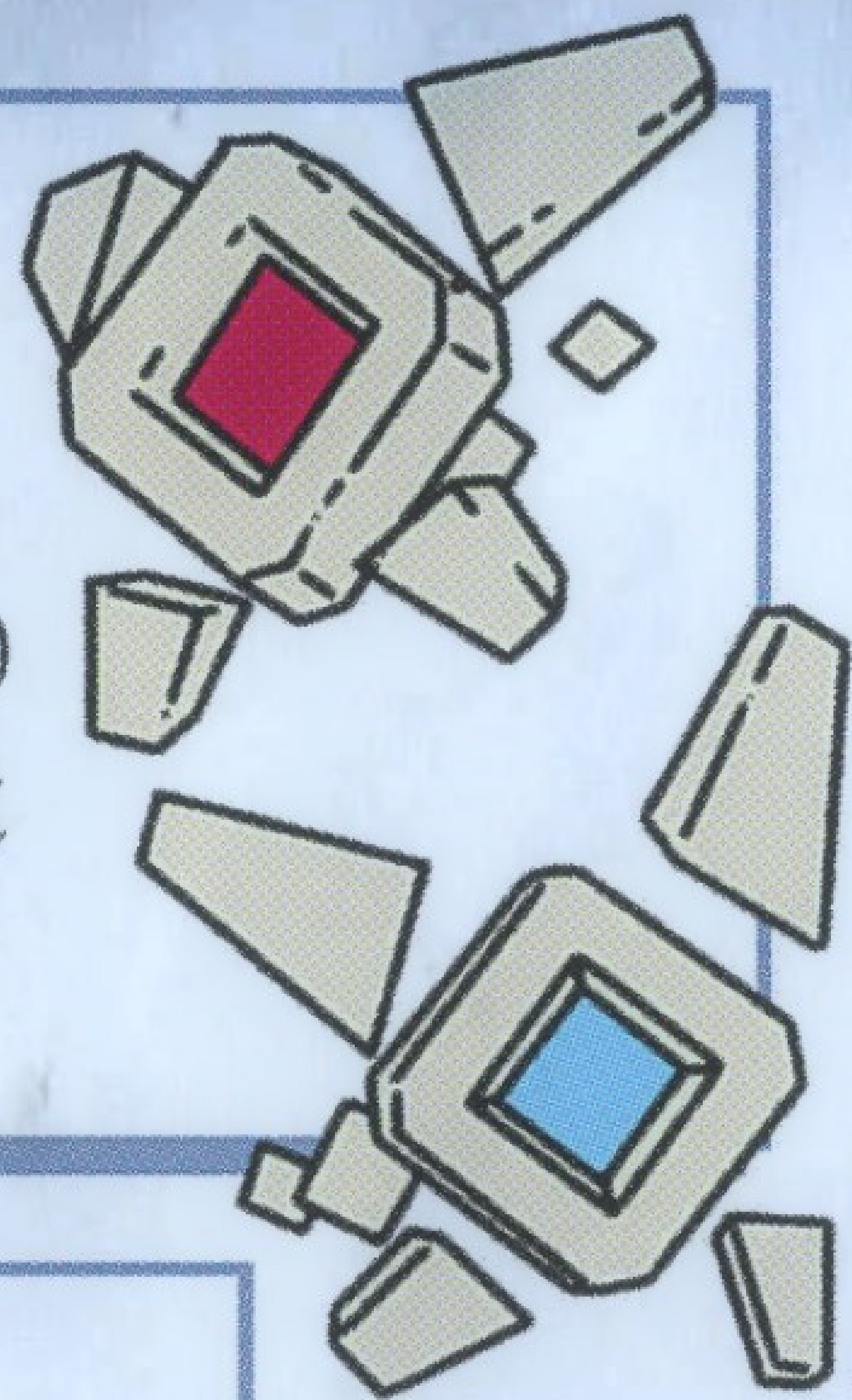
YOU ARE HERE





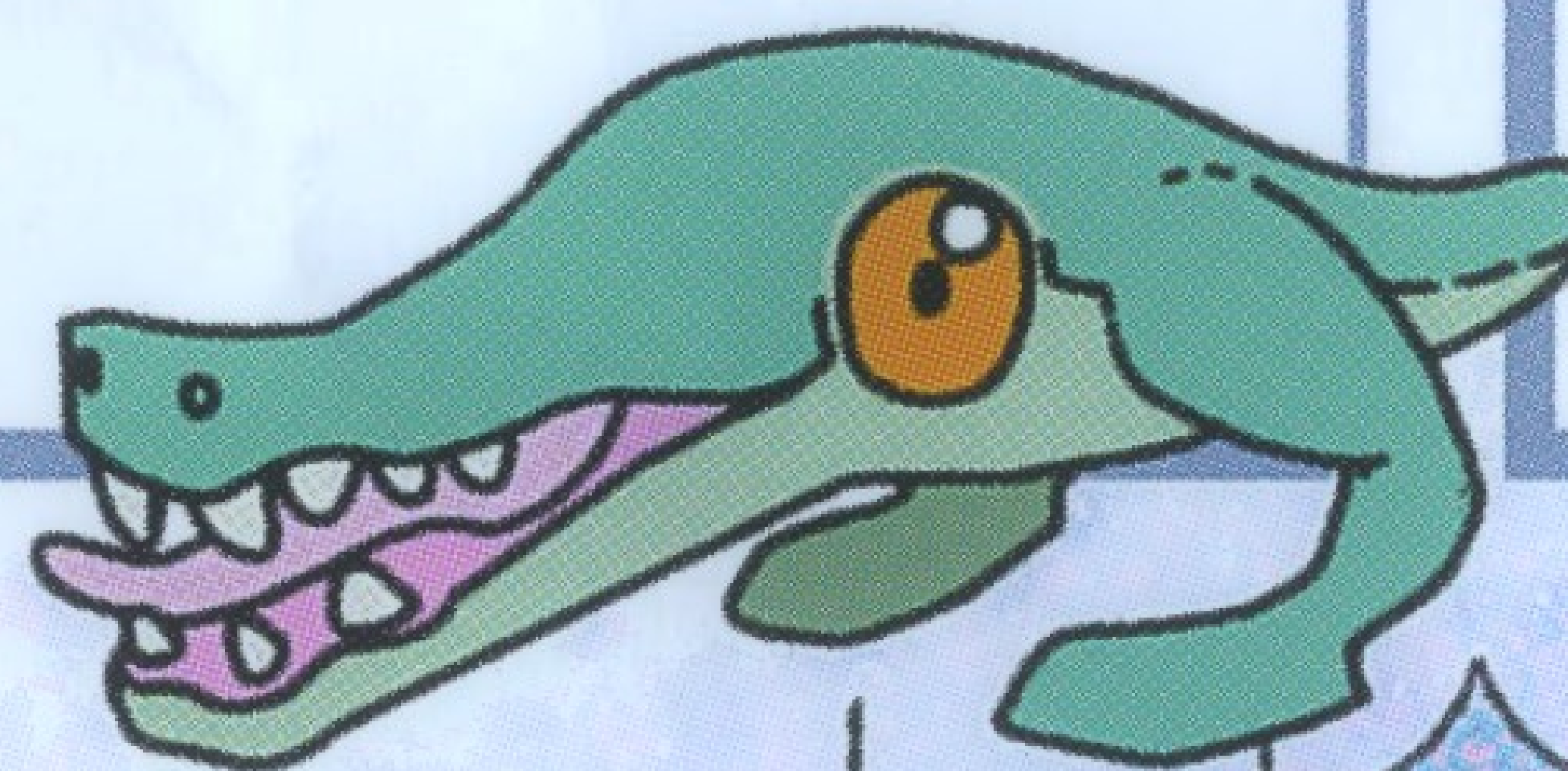
## FAIRY FAIRIES

Curious pieces of the wall that have come to life. They seem intent on stopping you.



## CHOMPIGNOM

Always hungry. It runs fast but can't turn very quickly. Dangerous as a family!

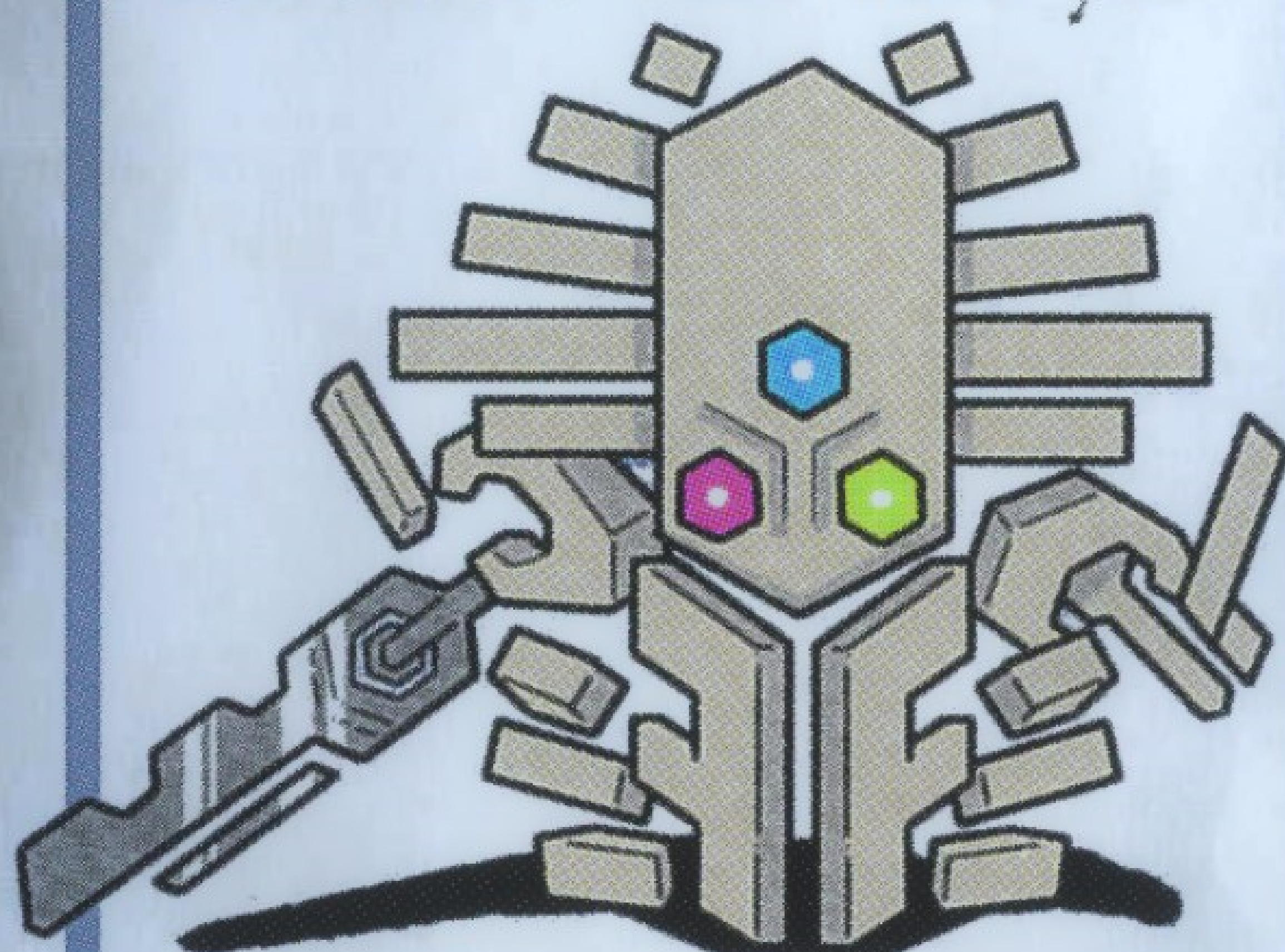


## RUDELING

Ghost of a soldier who has forgotten why they fight. Follows orders but has no soul.

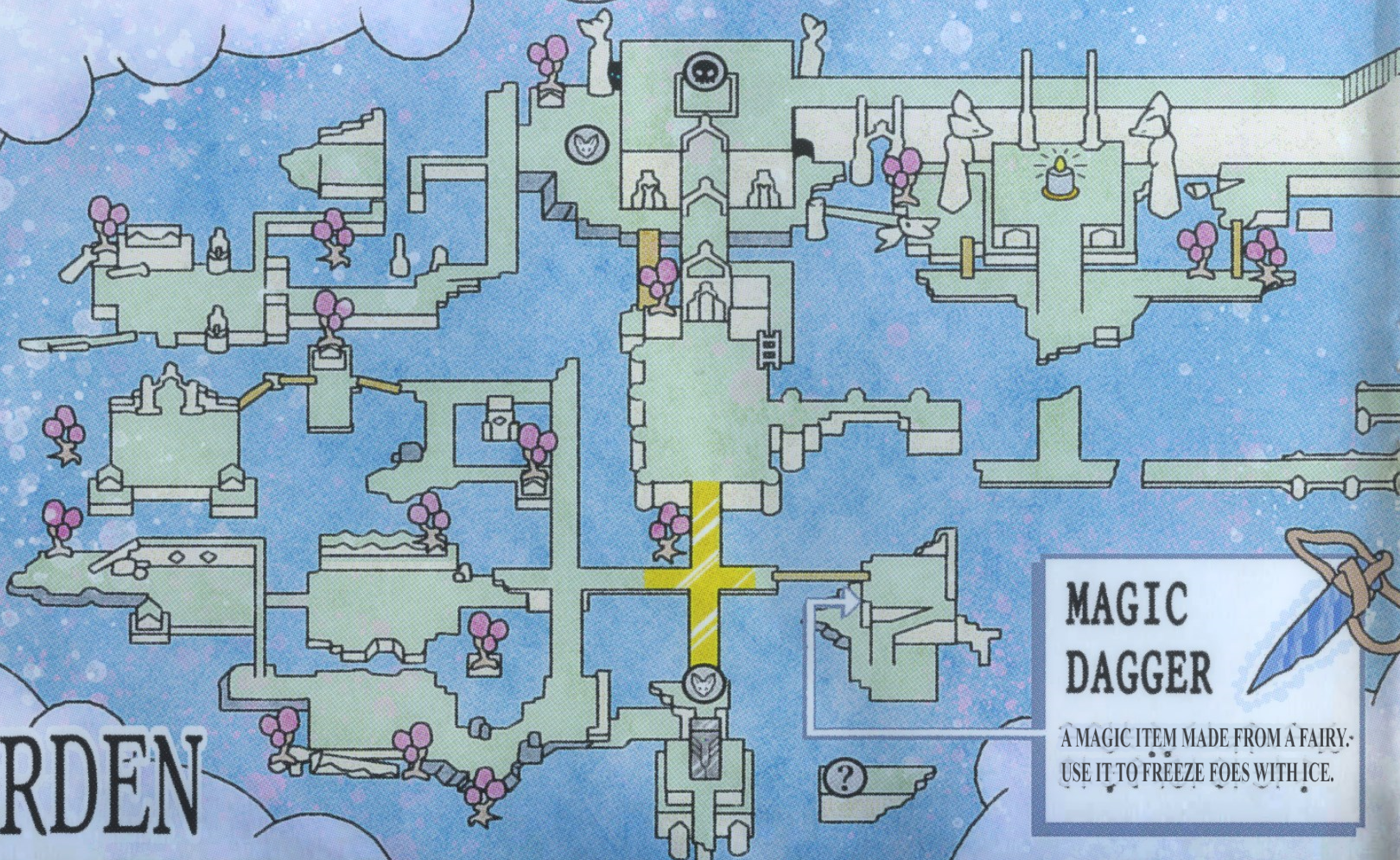
## BOSS: ???

Blocks the way to the belltower. Will kill you.



TO THE WEST OF THE GREAT PALACE ARE THE GARDENS. MANY PATHS ARE BROKEN, BUT THERE IS A WAY.

## THE WEST GARDEN



## MAGIC DAGGER

A MAGIC ITEM MADE FROM A FAIRY. USE IT TO FREEZE FOES WITH ICE.





## OVERWORLD

FORBIDDEN  
PASSDARK  
TOMBTO  
MOUNTAIN  
DOORSEALED  
TEMPLEWELL  
(P. 29)TO WEST  
GARDEN

BELLTOWER

OLD  
HOUSETO EAST  
FOREST

## RINGING THE WEST BELL

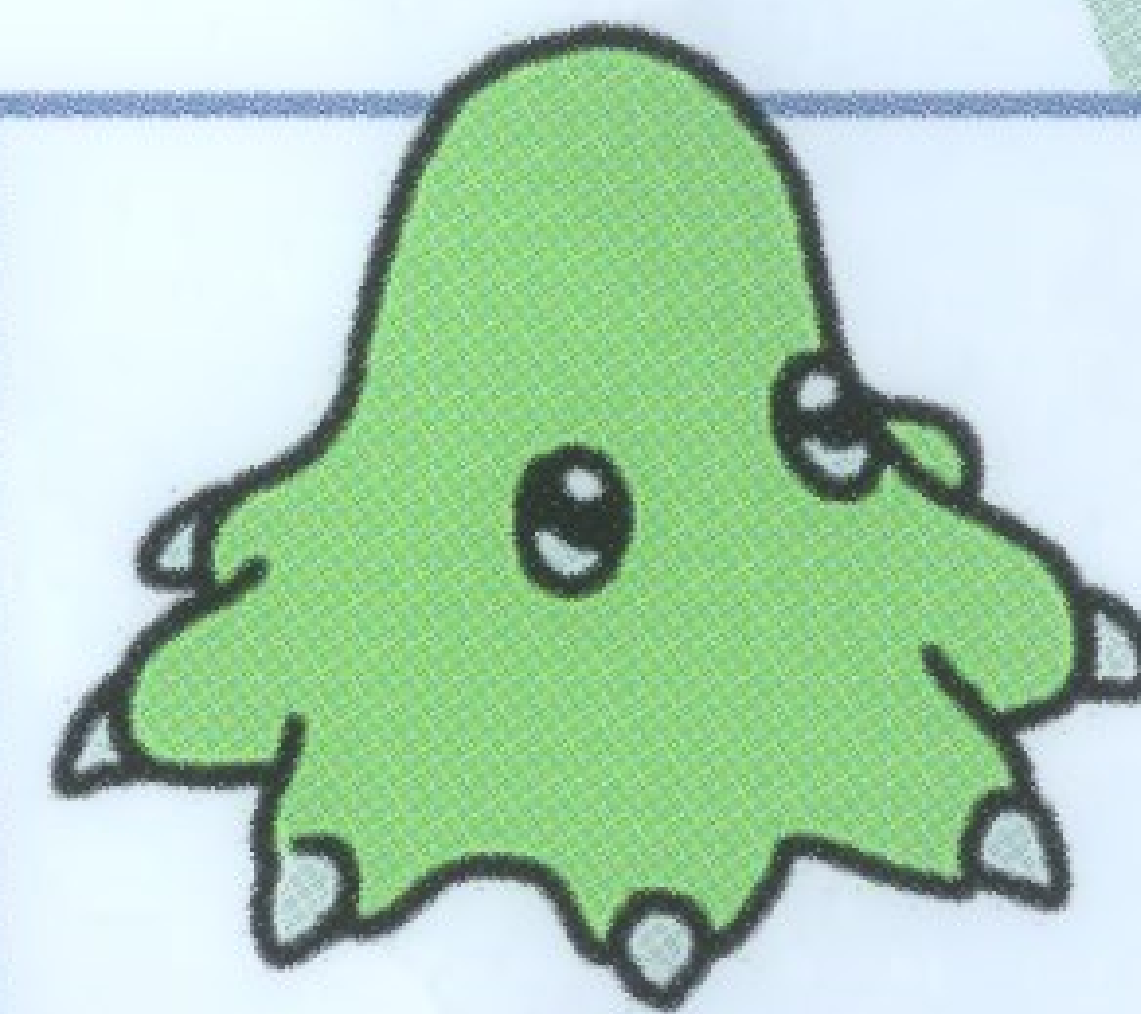
CAN YOU SEE THE BELL, BUT NOT REACH IT?  
TRY GOING TO THE WEST GARDEN  
VIA THE DARK TOMB



# UNDER THE WELL

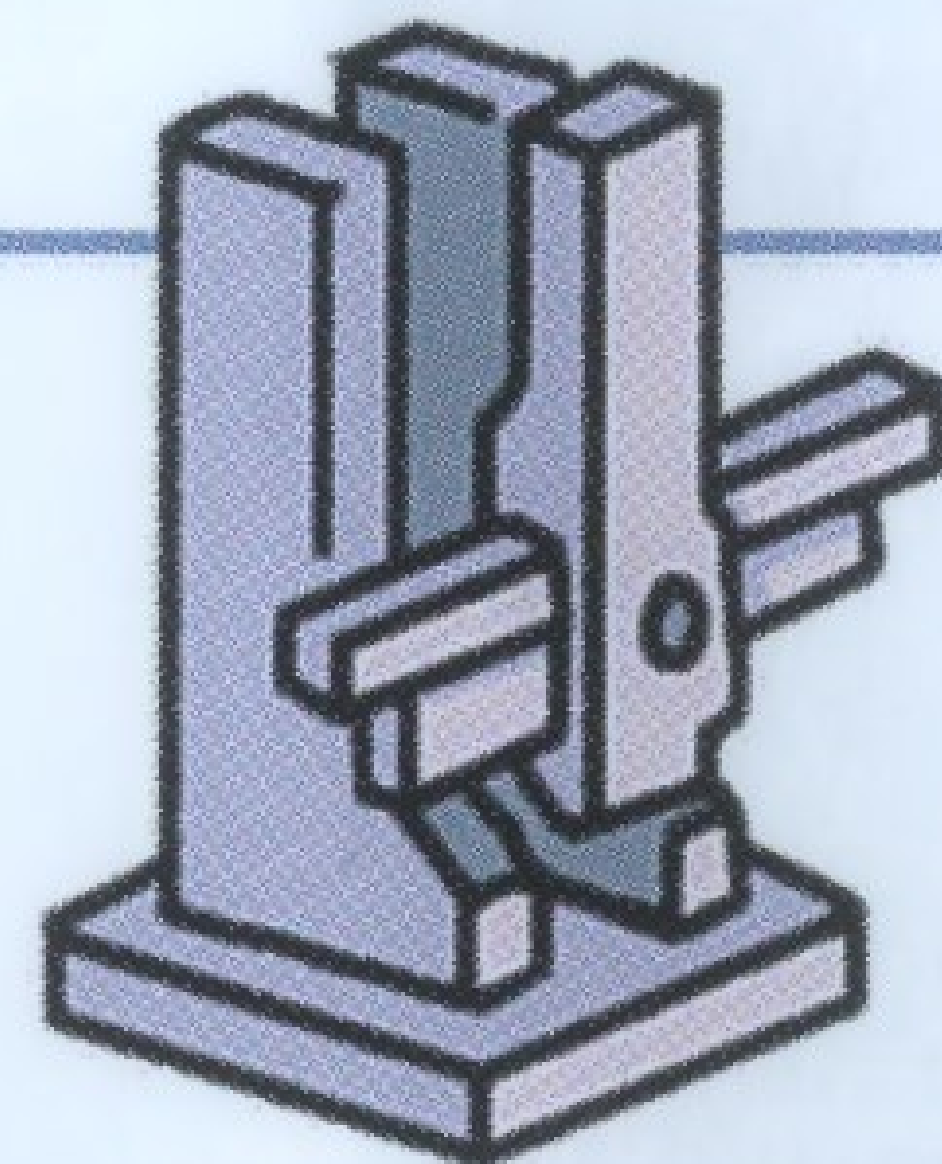
FLOODED LAIR BENEATH THE SURFACE, FILLED WITH MONSTERS.  
WALKING IN WATER WILL SLOW YOU, BUT ALSO SOME FOES.

WATCH OUT FOR WHAT LIES BELOW...



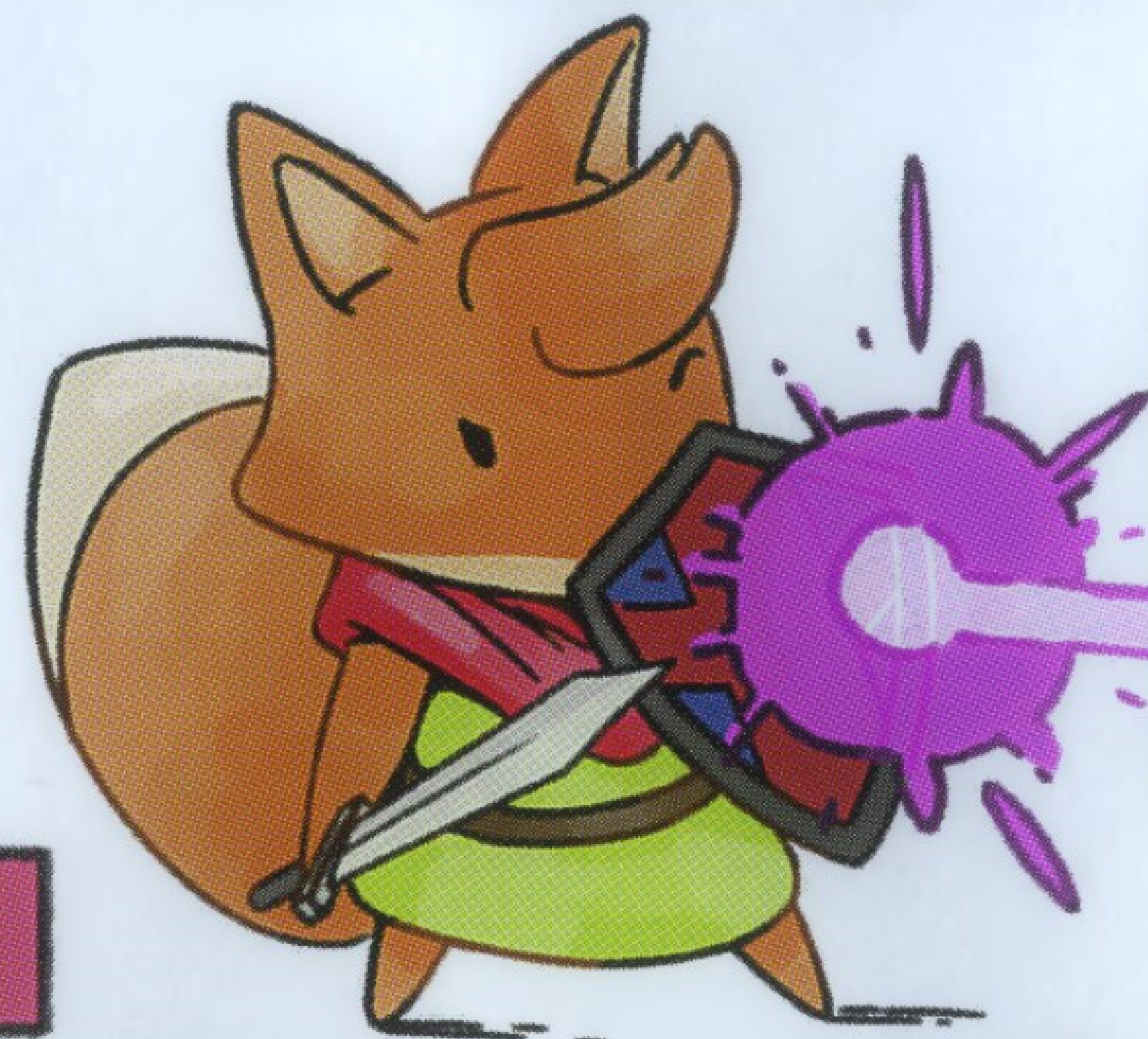
## SLORM

A type of slime who just wants to be close to you. Stun it by blocking.



## AUTOBOLT

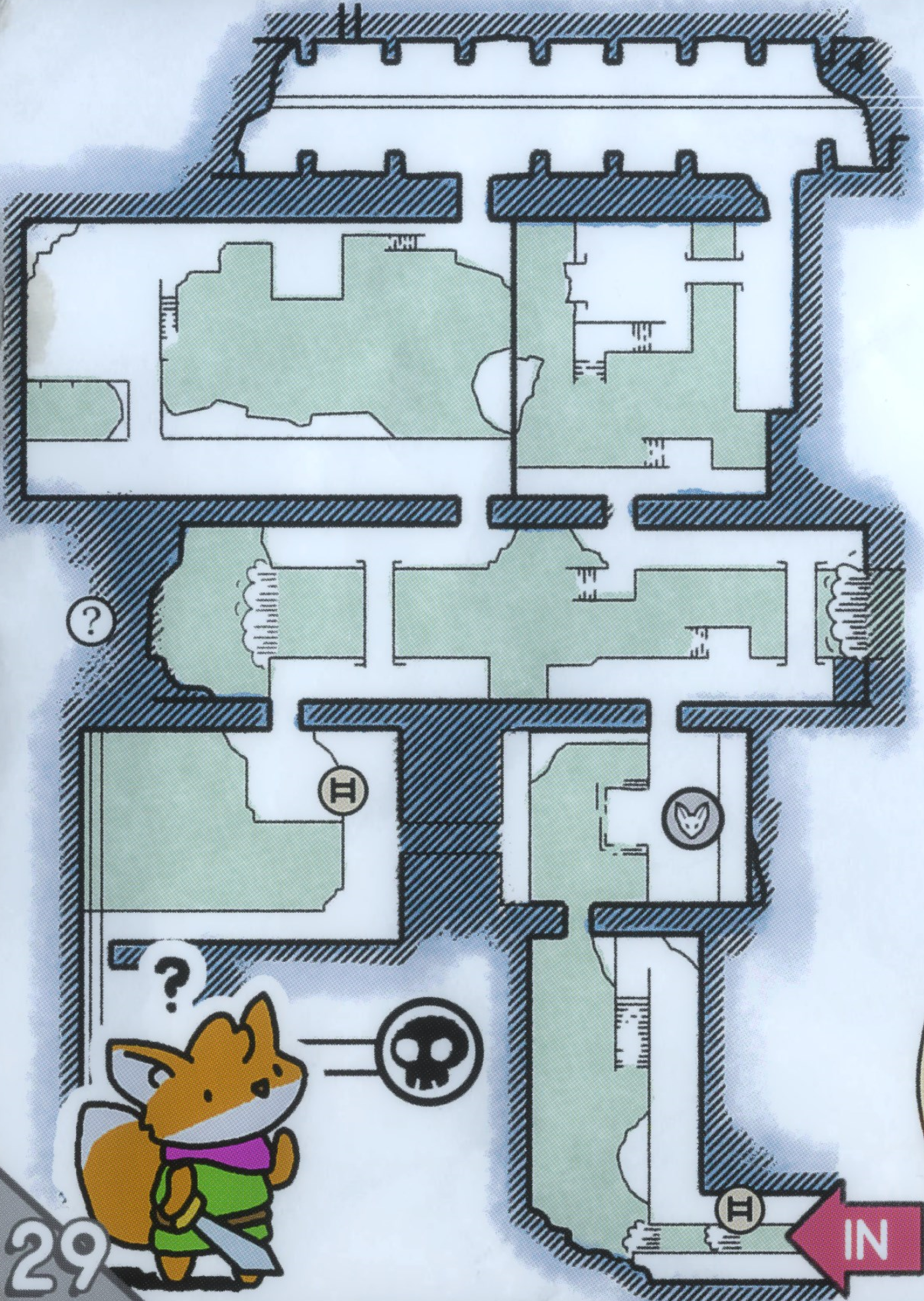
It wants to protect something, but what? Circle around and use the shield.



**TIP!**

**USE A SHIELD!**

(WATCH YOUR VIGOR!)



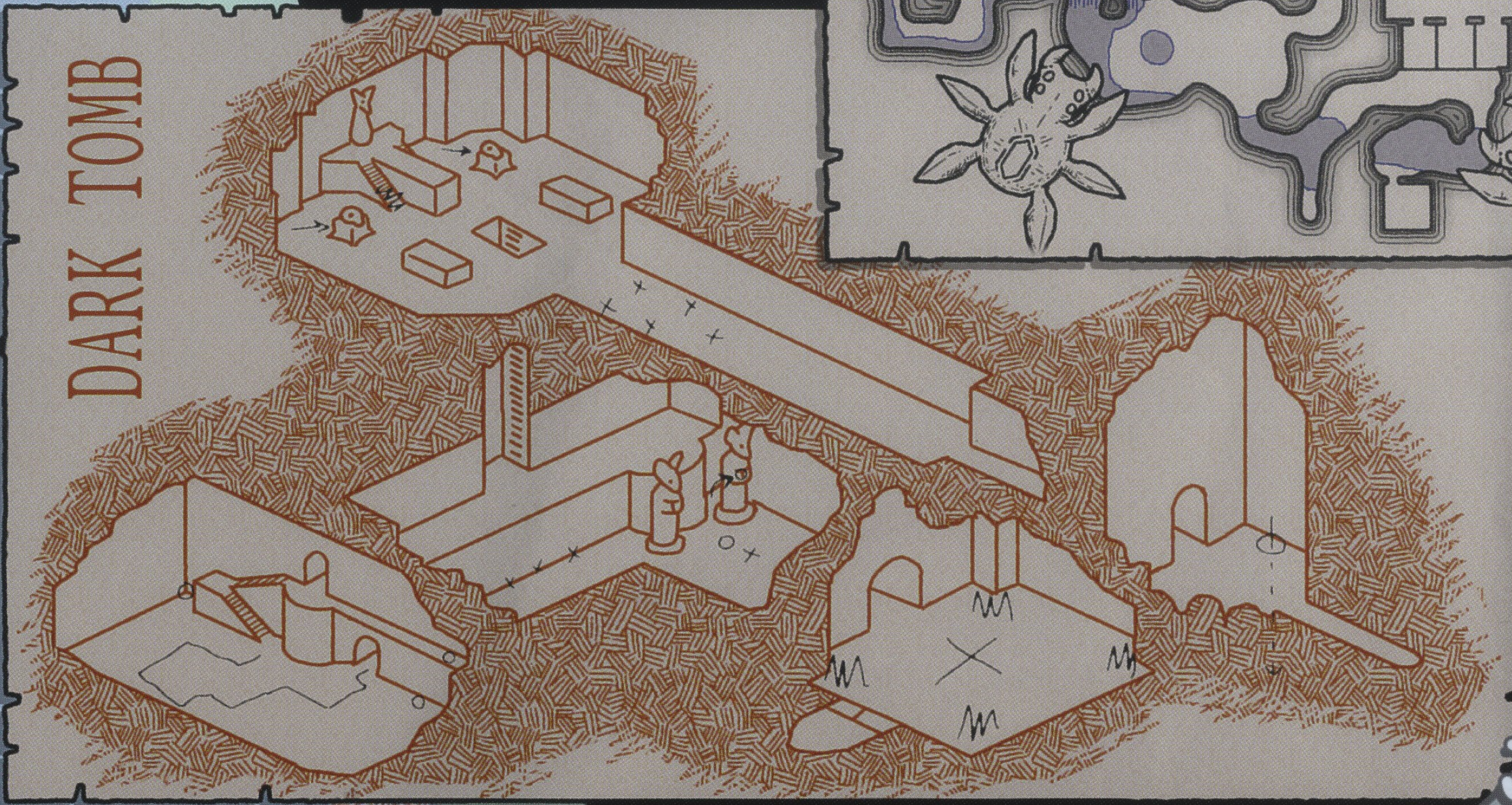


# & BENEATH THE EARTH

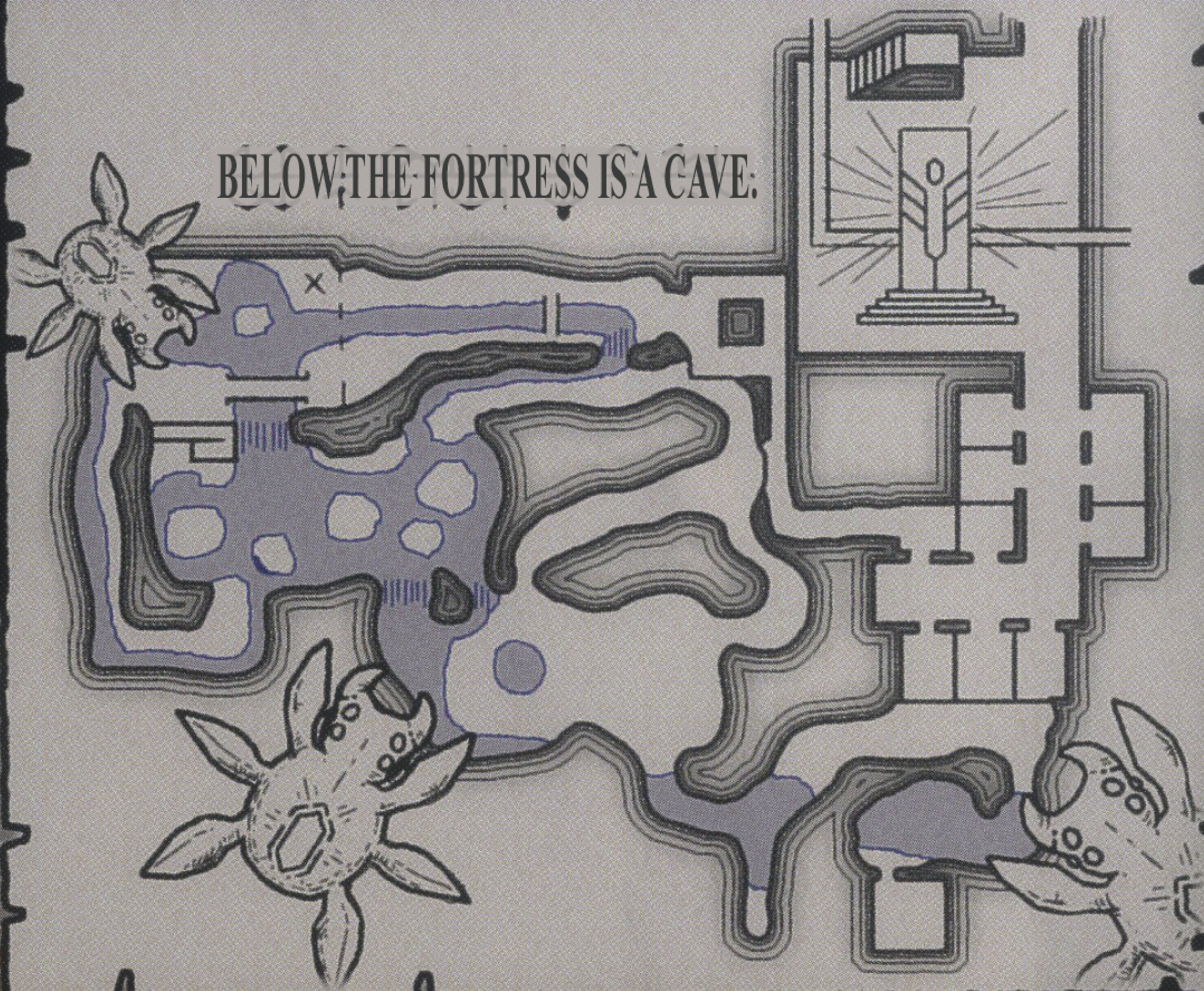


BENEATH THE EARTH ARE  
MANY SCARY PLACES.  
BE SURE TO TAKE A  
LANTERN.

## DARK TOMB



BELOW THE FORTRESS IS A CAVE.





ONE KEY TO THE SHADOW OUBLIETTE IS GUARDED BY THE LAST GREAT MACHINE OF WAR.  
WHEN THE SIEGE WAS DONE, THIS BEAST WAS COAXED INTO THIS LONELY PURPOSE.

## Fortress of the Eastern Vault





# THE LAST MACHINE OF WAR SIEGE ENGINE



## CUSTODIANS

Caretakers of the Vault who have learned some magic. Candles can be put out.

## SPYRITE & SAPPHARACH

Don't be fooled! The mark on their backs is a trick.



TO THE DARK CAVE  
p. 30

TO OVERWORLD

THOSE WHO LIVE IN THE FORTRESS DO NOT KNOW THE SECRETS OF **PRAYER**.  
USE YOUR KNOWLEDGE WISELY; AND WHO KNOWS WHAT YOU WILL FIND...

**PRAYER**

24

TO THE FAR SHORE

TO THE HERO'S GRAVE



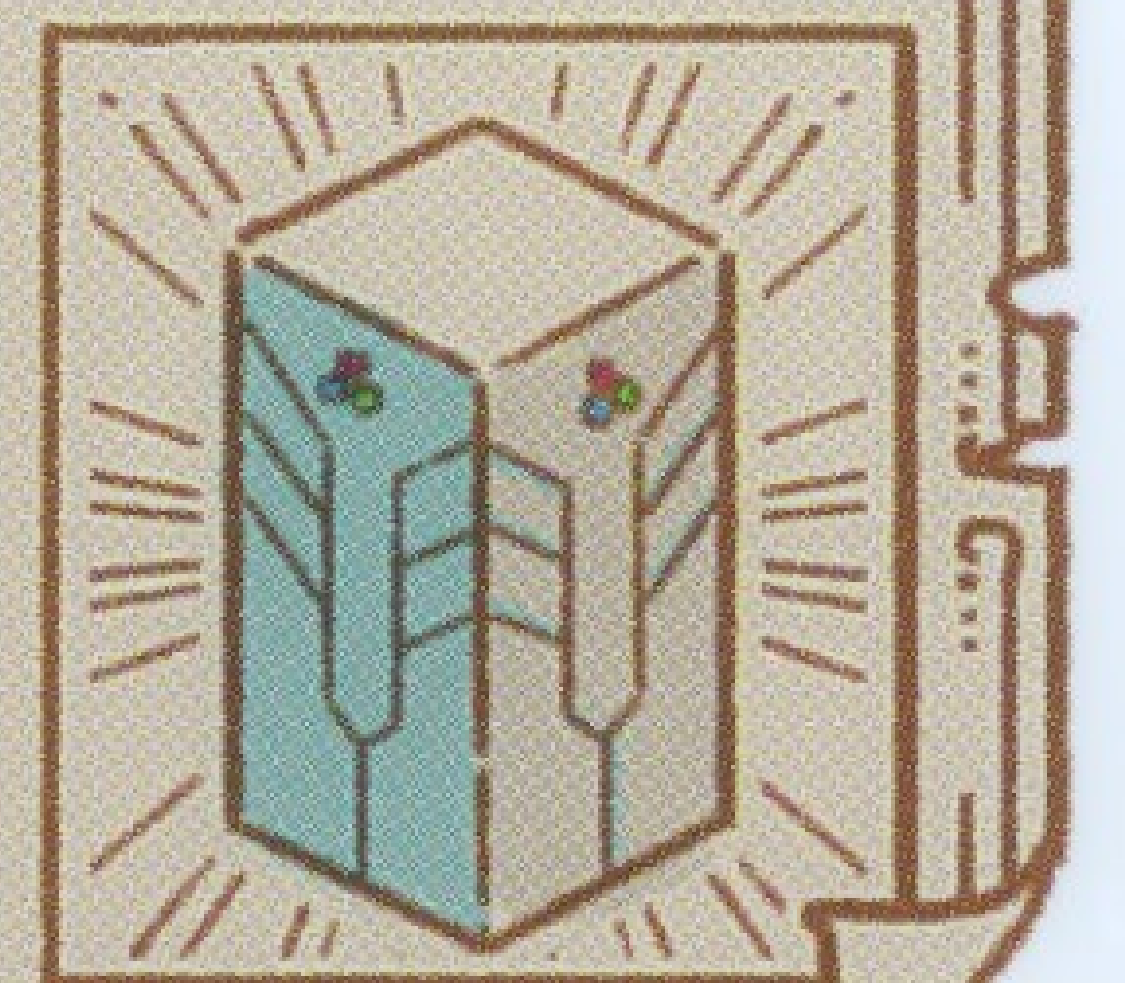
# THE RUINED ATOLL

UNDER THE LIBRARY IS THE SKELETON OF A GREAT ABBEY THAT SERVED AS ITS ANNEX.

ONCE, SOME OTHERS MADE THIS THEIR HOME, AND BUILT ON THE RUINS.

ONLY FLORA AND FAUNA LIVE HERE NOW, BUT THE FROGS MAY BE ON PATROL...

SUMMONING THE LIBRARY PATH MEANS  
VENERATING TO THE 4 CORNERS, SO  
TAKE A KNEE!







## HUSHER

A friendly bird that loves to eat slorms.



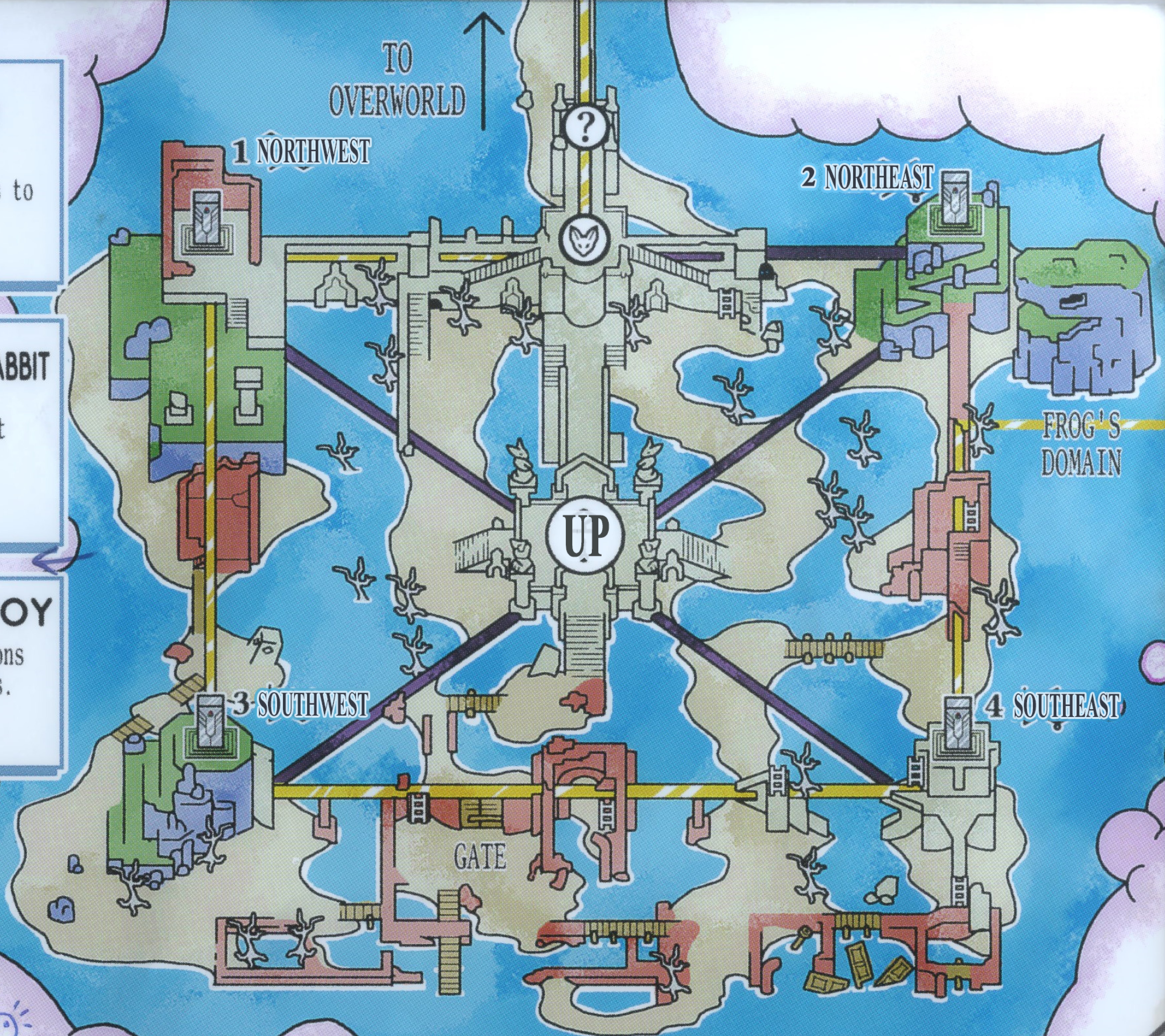
## CRABBO / CRABBIT

Crabbo has a hard shell, but crabbit has pals.



## ENVOY

More questions than answers.





Still in training.  
They take turns  
attacking.



Grownups have hooks  
on their tongues.



Well equipped. Always  
tries to attack 3 times.



A baby slorm who  
cannot spin yet, but  
is still useful.



## THE FROG'S DOMAIN



FORBIDDEN

MAGIC  
ORB



ROTATE IT AROUND THE FORBIDDEN AXIS AND  
PARTIALLY SUMMON A DISQUIET BEING.



MANY

HAVE SOUGHT THE SECRETS OF  
THIS WORLD, DRAWN BY THE GREAT POWER  
AND OTHER SECRET LEGENDS.

THE LIBRARIAN HAS LEARNED MUCH,  
INCLUDING POWERFUL SORCERY. HE MAKES  
HIS HOME HIGH ABOVE THE CLOUDS,  
WAITING FOR FOOLISH RUIN SEEKERS  
TO BRING HIM MORE PAGES.


ALTHOUGH POWERFUL, HIS TRAGEDY IS HIS  
BELIEF THAT THE HOLY CROSS RESIDES  
IN THE CATHEDRAL.

HE WILL NEVER VISIT THE FAR SHORE.





# BOSS OF THE SCAVENGERS

WILL STOP AT NOTHING  
TO OBTAIN THE .  
SHE HAS LONG KNOWN  
THAT IT LIES IN  
THE Rooted Ziggurat  
BUT HAS ONLY NOW ENTERED  
ITS DEPTHS. IT COST  
MANY LIVES,  
BUT ANY PRICE WOULD  
BE ACCEPTABLE.

## RIFLE

Built out of  
autobolt parts, but  
can only shoot once.  
Scavengers with this  
will try to keep  
their distance.

## MINER'S GREATSWORD

Beefy scavengers use  
this to crack open  
odd architecture and  
you.

## BOMBS

Watch out for miners  
who use these. They  
try not to hurt  
their allies but  
accidents happen.



## MONASTERY

ONCE A PLACE OF WORSHIP FOR THE GODS THOUGHT TO LIVE BENEATH THE EARTH, IT WAS ABANDONED WHEN THE CATHEDRAL'S INFLUENCE REACHED ITS PEAK.



## CAVITY

EXPOSED FOSSIL THAT HAS DENTED A PATCH OF LOCAL TRUTH OUT OF THE CANONICAL PLANE. BEING NEAR IT DOES NOT HURT, BUT DOES INSTILL A TERRIBLE FEELING OF HOPELESSNESS.

## THE ROOTED ZIGGURAT

A HOUSE FOR STRANGE GODS, EXPOSED BY EROSION AND GREED.



## GUN

POWERFUL, BUT USES A LOT OF MAGIC. SAVVY EXPLORERS HAVE BEEN KNOWN TO QUEST FOR THIS SOON AFTER THEIR ARRIVAL.

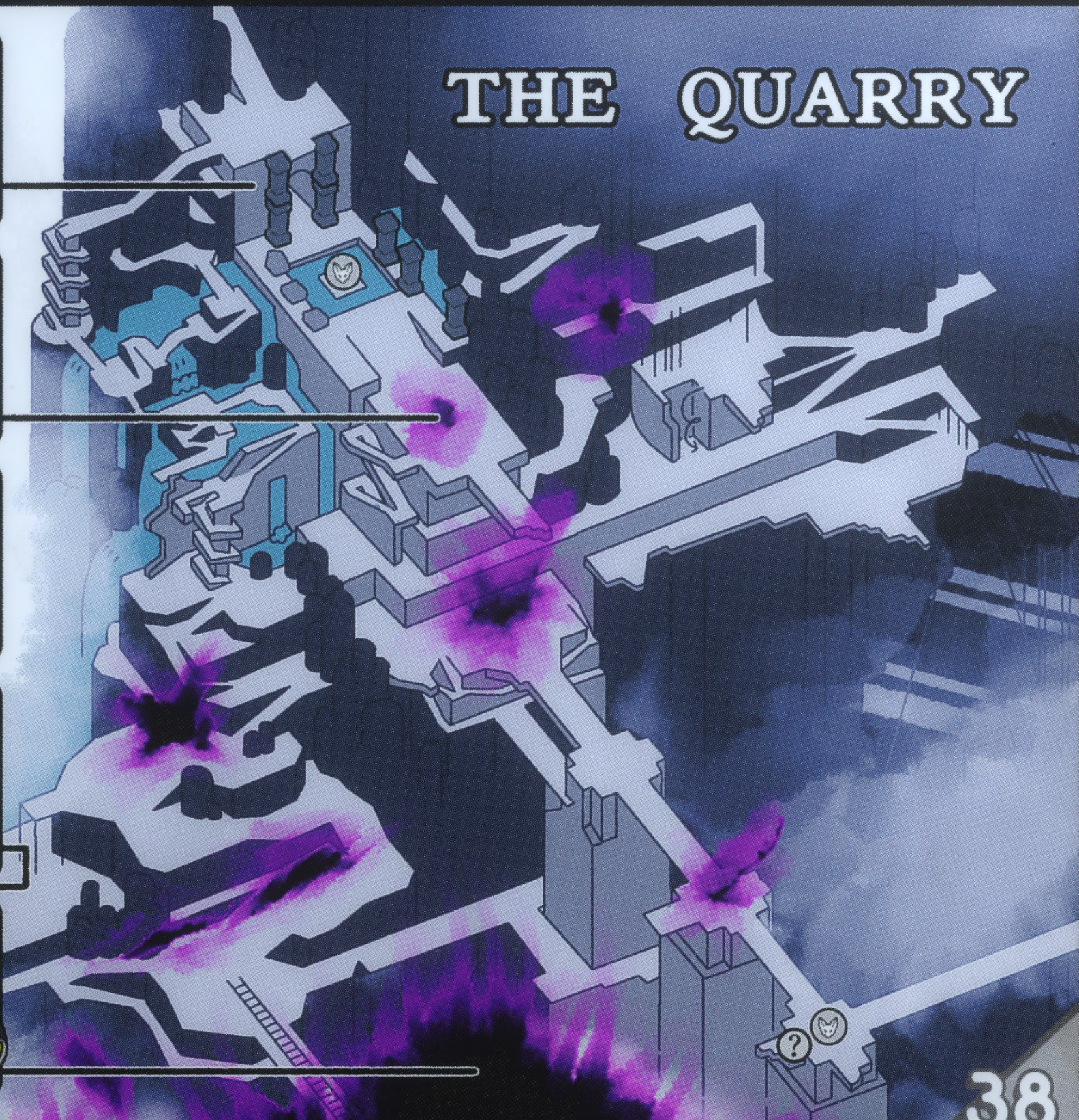


## LOWER MIASMA

THE BOTTOM OF THE QUARRY WILL SAP YOUR WILL TO GO ON, UNLESS PRECAUTIONS ARE TAKEN. WERE THE RUMORS THAT "THE AIR IS POISONED" MISUNDERSTOOD BECAUSE OF THIS MIASMA?



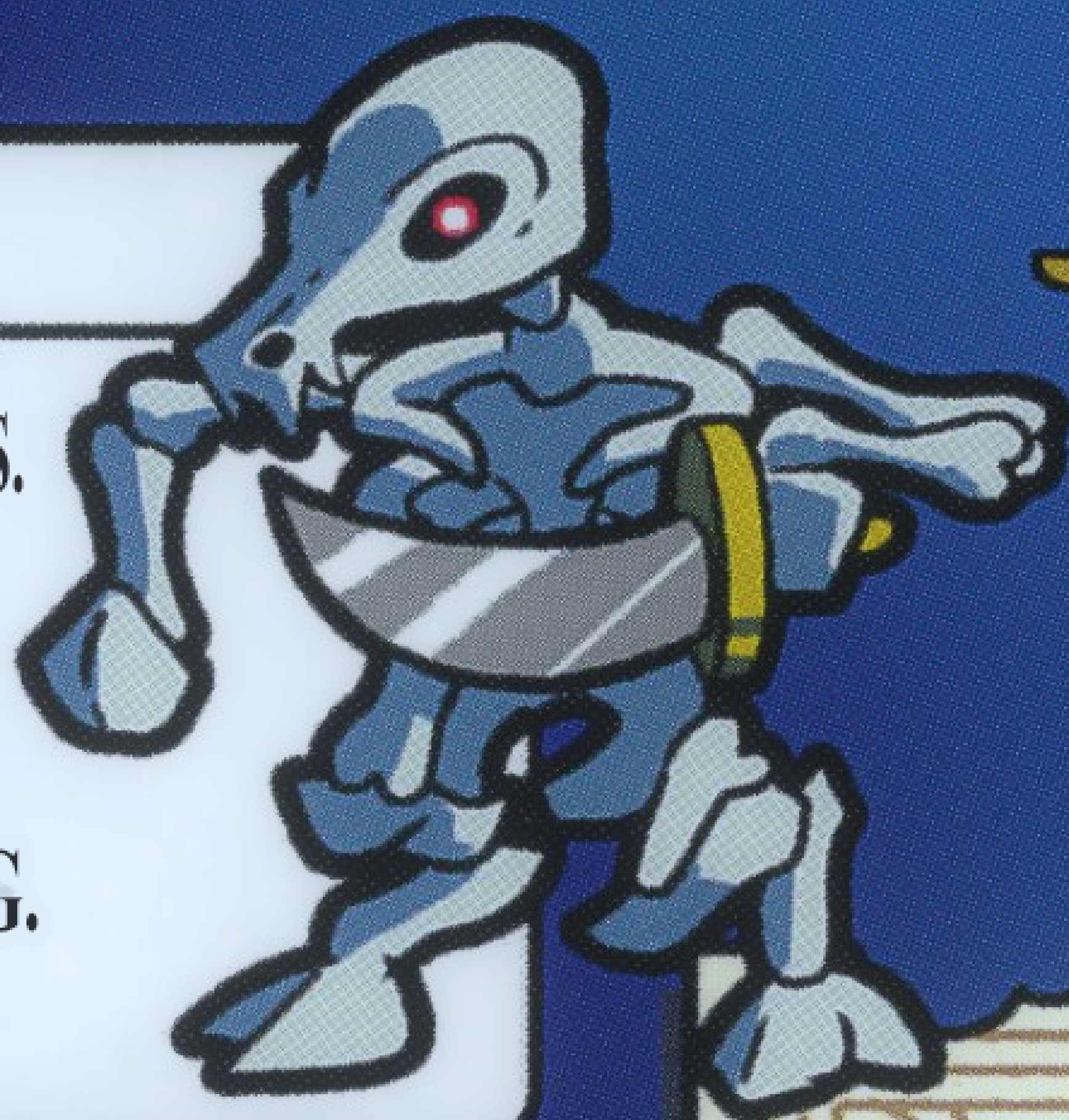
# THE QUARRY





## FLEEMERS

EQUIPPED IN VARIOUS WAYS.  
THE FLESH MAY BE  
STRIPPED AWAY BUT THE  
WILL TO FIGHT IS STRONG.



## PHREND

A DISQUIET FRAGMENT  
WHO LIVES IN A SKULL  
AND WANTS TO TASTE EVERYTHING.



## LOST ECHO

AN ECHO-OF-SELF  
FROM A PAST RUIN SEEKER  
WHOSE OWNER GAVE UP.  
WATCH AND LISTEN CLOSELY,  
AND RELEASE IT FROM ITS AGONY.

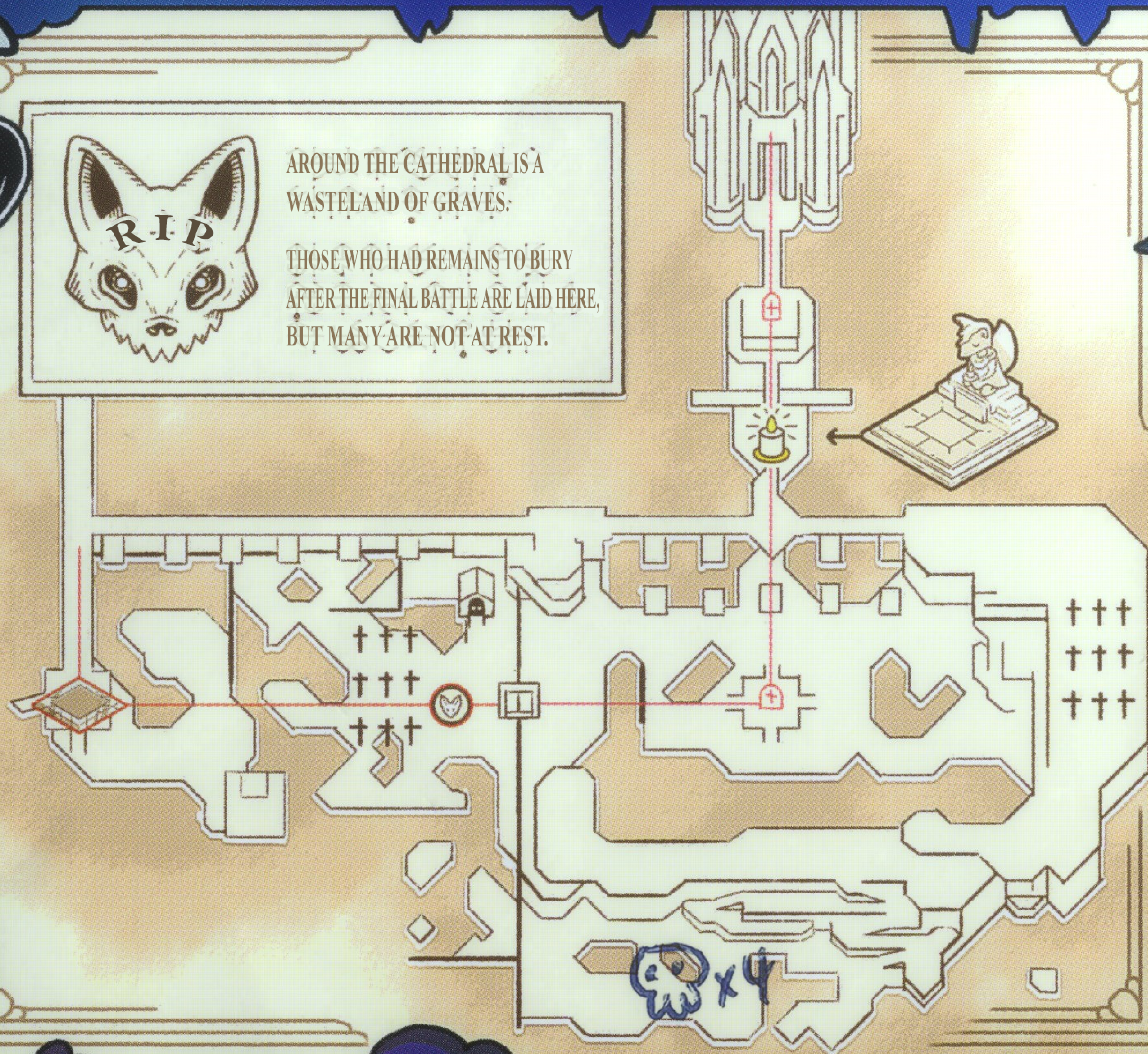


This zone is extremely dangerous and is best left alone, even if you're feeling brave. Only ghosts are permitted to enter the Inner Grounds.



AROUND THE CATHEDRAL IS A  
WASTELAND OF GRAVES.

THOSE WHO HAD REMAINS TO BURY  
AFTER THE FINAL BATTLE ARE LAID HERE,  
BUT MANY ARE NOT AT REST.



# THE SWAMP

OLD BURYING GROUND



# THE CATHEDRAL

THE SEAT OF POWER FOR THE FIRST HEIR

- 1 THE SOUND OF CHANTING IN THE HEIR, AIR.
- 2 A LARGE CHAMBER FILLED WITH THE SMELL OF INCENSE.
- 3 A SHAFT DESCENDS INTO BLACKNESS. ACTIVATED BY 10.
- 4 DOORWAY TO EASTERN ROOMS.
- 4a A GROUP OF LOST FRIENDS COVET THE ELIXIR.
- 4b THE BAPTISMAL FONT.
- 5 UPPER BALCONY OFFERS A VIEW OF THE MAIN HALL.
- 6 IN THE LIBRARY THERE IS A DOUBLE SECRET.
- 7 A ROUGH HEWN PASSAGE.
- 8 A MOONLIGHT BRIDGE BLOCKS ACCESS TO A TREASURE.
- 9 THE CHALICE / VESSEL.
- 10 DEVICE TO POWER THE LIFT 3.
- 11 LIFT-SHAFT.
- 12 RUINED CHAMBER. HAS CHECKPOINT.
- 13 GAUNTLET WITH 6 CHALLENGES.



Legend says  
wearing this  
allows you to do  
something  
extraordinary.



# THE FAR SHORE

## THE SHADOW OUBLIETTE



QUARRY



WEST GARDEN



RUINED ATOLL



SEAT OF THE HEIR



EASTERN VAULT



TOWN RUINS



STOLEN DEVICE 



RUIN SEEKER ARRIVAL



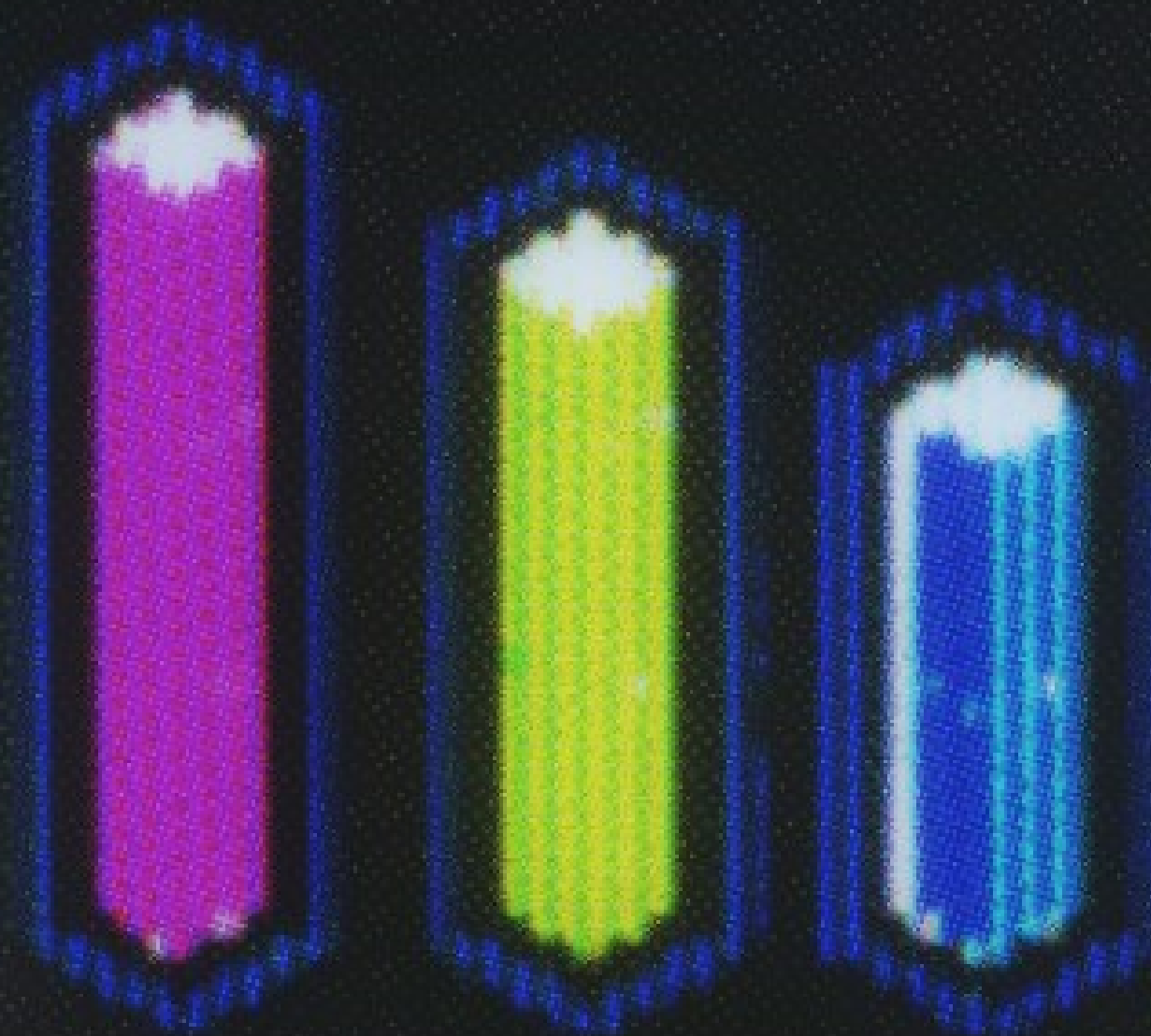


# UNDERSTANDING THE STRANGE EFFECTS OF THE FAR SHORE



## NORMAL

OFFERINGS TO THE HEIR GIVE POWER  
IN THE CORPOREAL REALM.



## IN FAR SHORE / GHOST

YOU ARE A SHADOW OF YOURSELF,  
AND THE FALSE GIFTS OF  
THE HEIR HAVE NO EFFECT.



## WITH HERO RELIC

ATTUNE TO A TRUE MEMORY  
OF YOURSELF, INSTEAD OF A  
PALE RETELLING.



## HOW DOES A RUIN SEEKER BECOME A HERO?

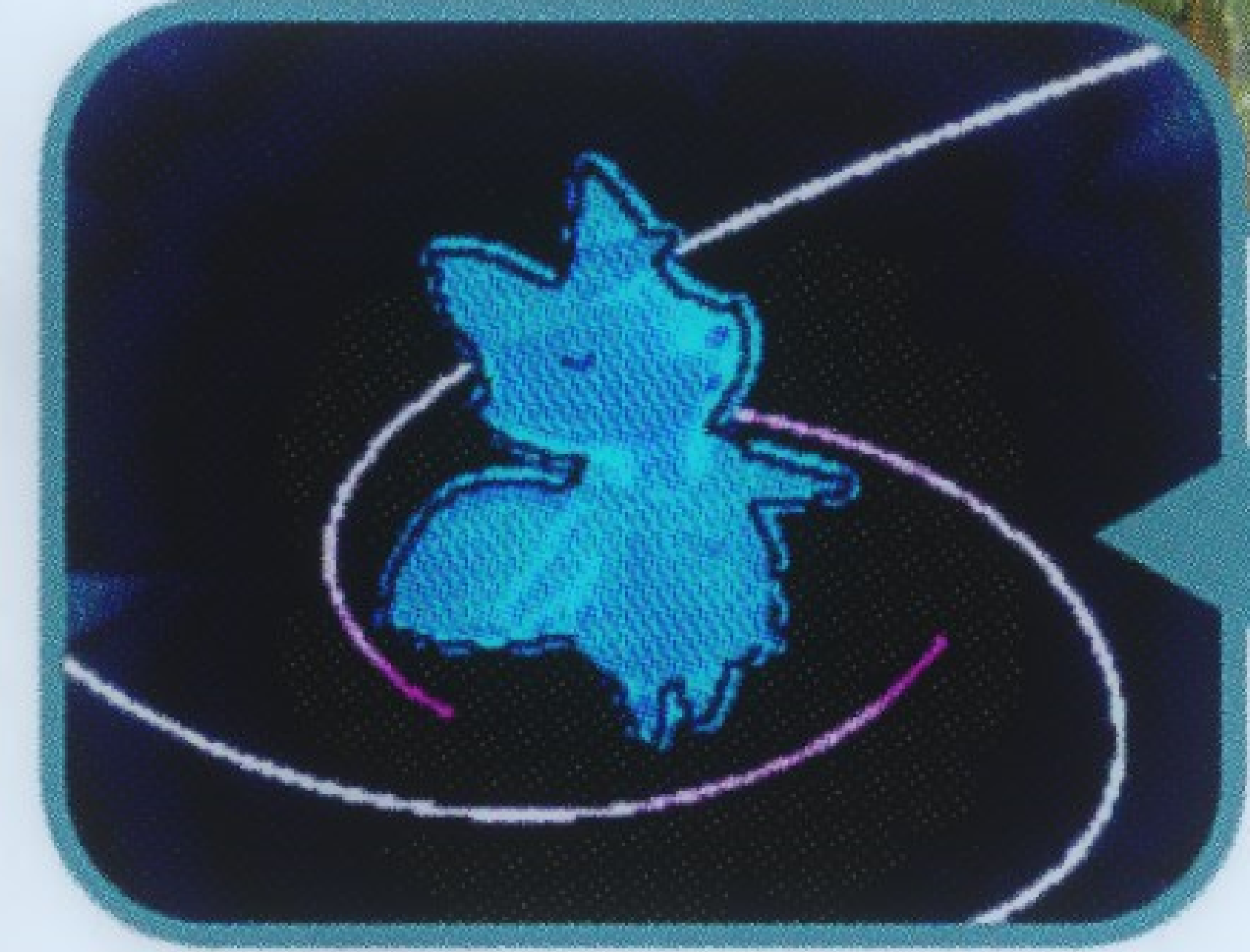


p. 23

SEEK THE  
AND PRAY...



... TO VISIT  
The Hero's  
Grave



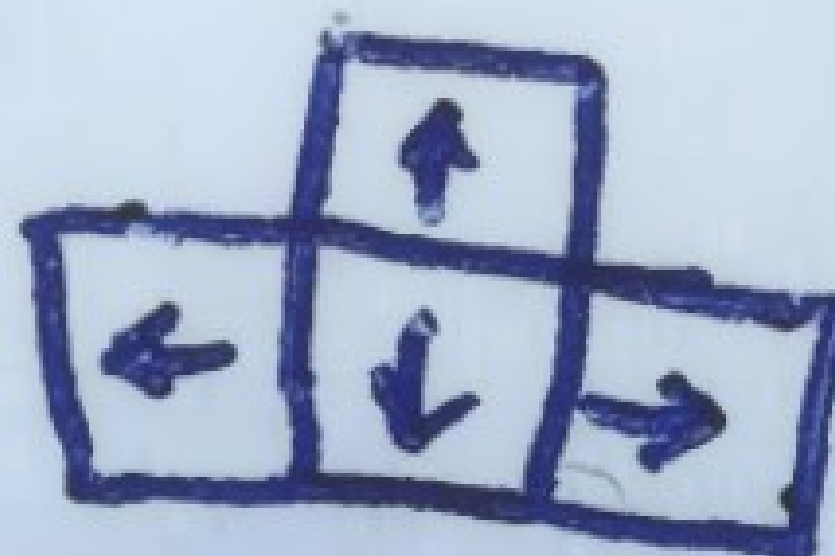
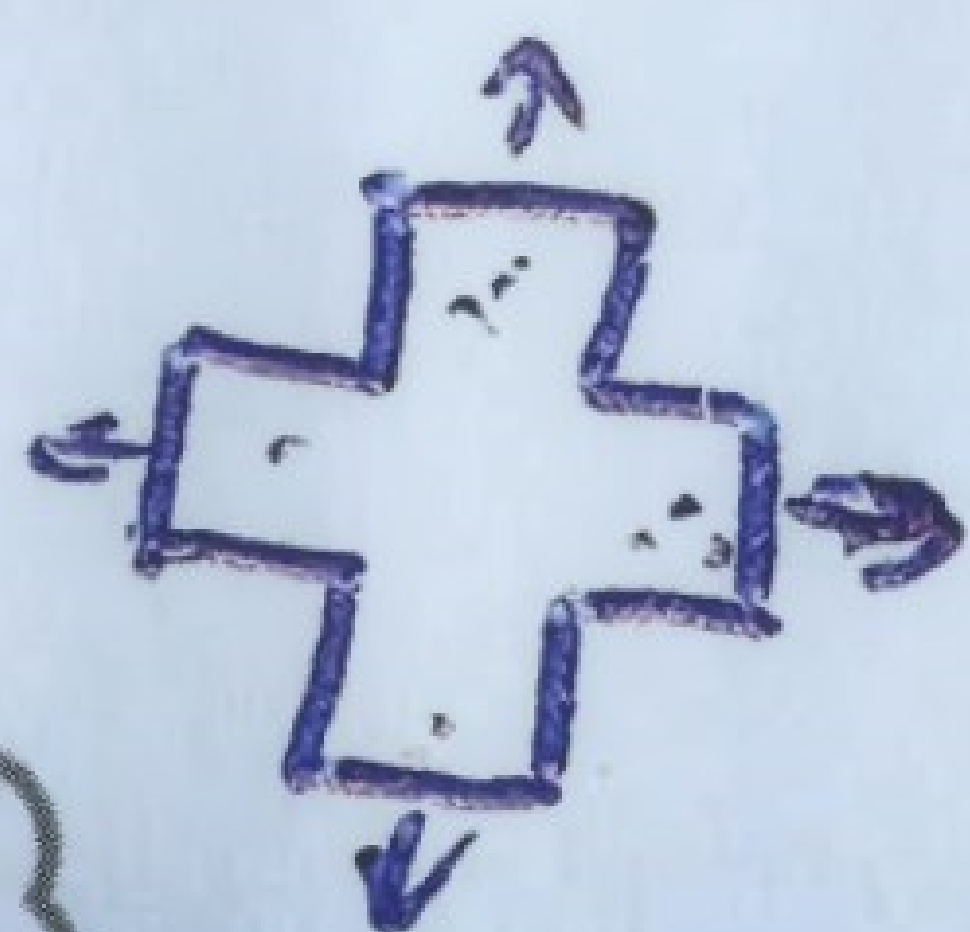
& CLAIM YOUR  
HEROIC PAST.





THE RUIN SEEKER BEGINS TO UNDERSTAND THE HOLY CROSS

↓ → ↑ ← ↑ →

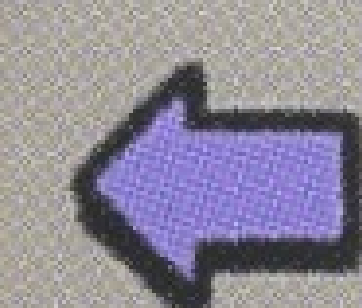




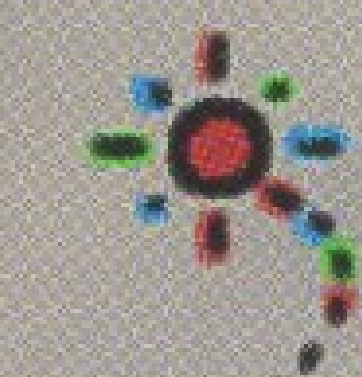
# Hidden Secrets

MUCH IS HIDDEN IN THIS WORLD,  
BOUND BEHIND THE POWER OF  
THE HOLY CROSS.

PROVE TO THOSE WHO GAVE OF THEIR  
CORE THAT YOU KNOW OF IT DEEPLY.



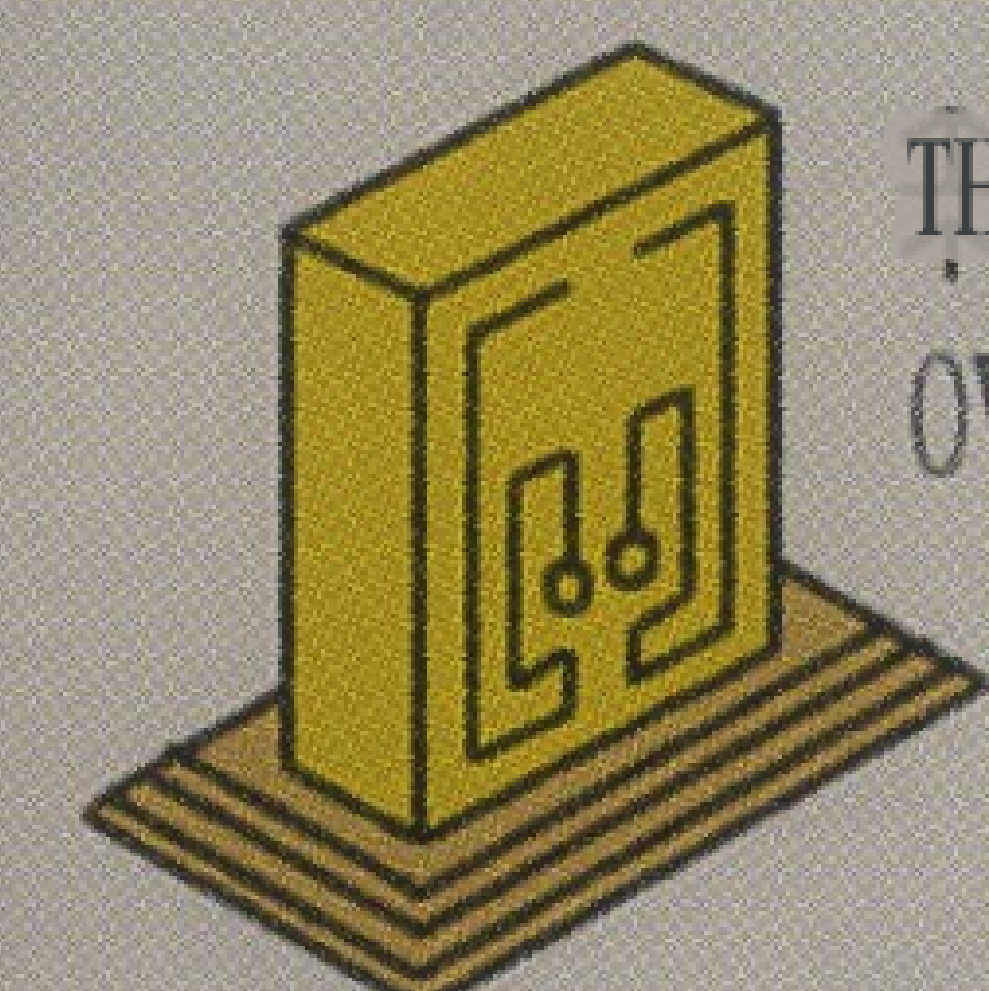
OPEN THE VAULTS LEFT TO HELP  
WISE RUIN SEEKERS.



FREE THE SOULS THAT STAYED BEHIND TO  
GUIDE YOU AND RECEIVE THEIR GIFT.



FOLLOW THE GOLDEN PATH.



THE MONOLITH IN  
OVERWORLD



↓ → ↑ ← →



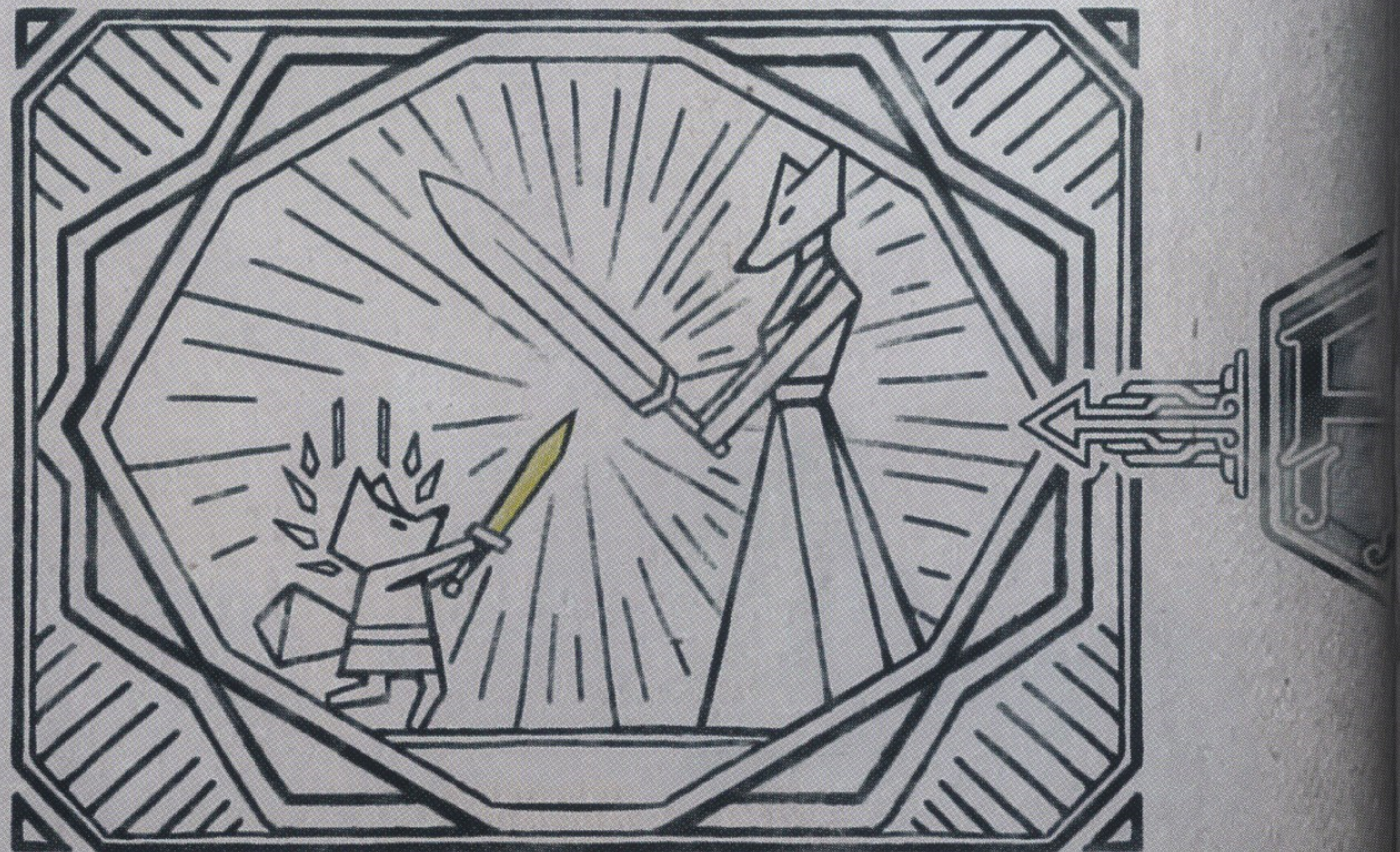
# Clearing The Game

A

*TAKE YOUR RIGHTFUL PLACE*

EXTINGUISH THE BEACON'S  
LAST SPARK AND BECOME  
A FRESH MARTYR.

COURAGE THAT IS UNTEMPERED  
BY KINDNESS RISKS EATING  
ITSELF FOREVER...





or Seeking An End

SHARE YOUR WISDOM

B

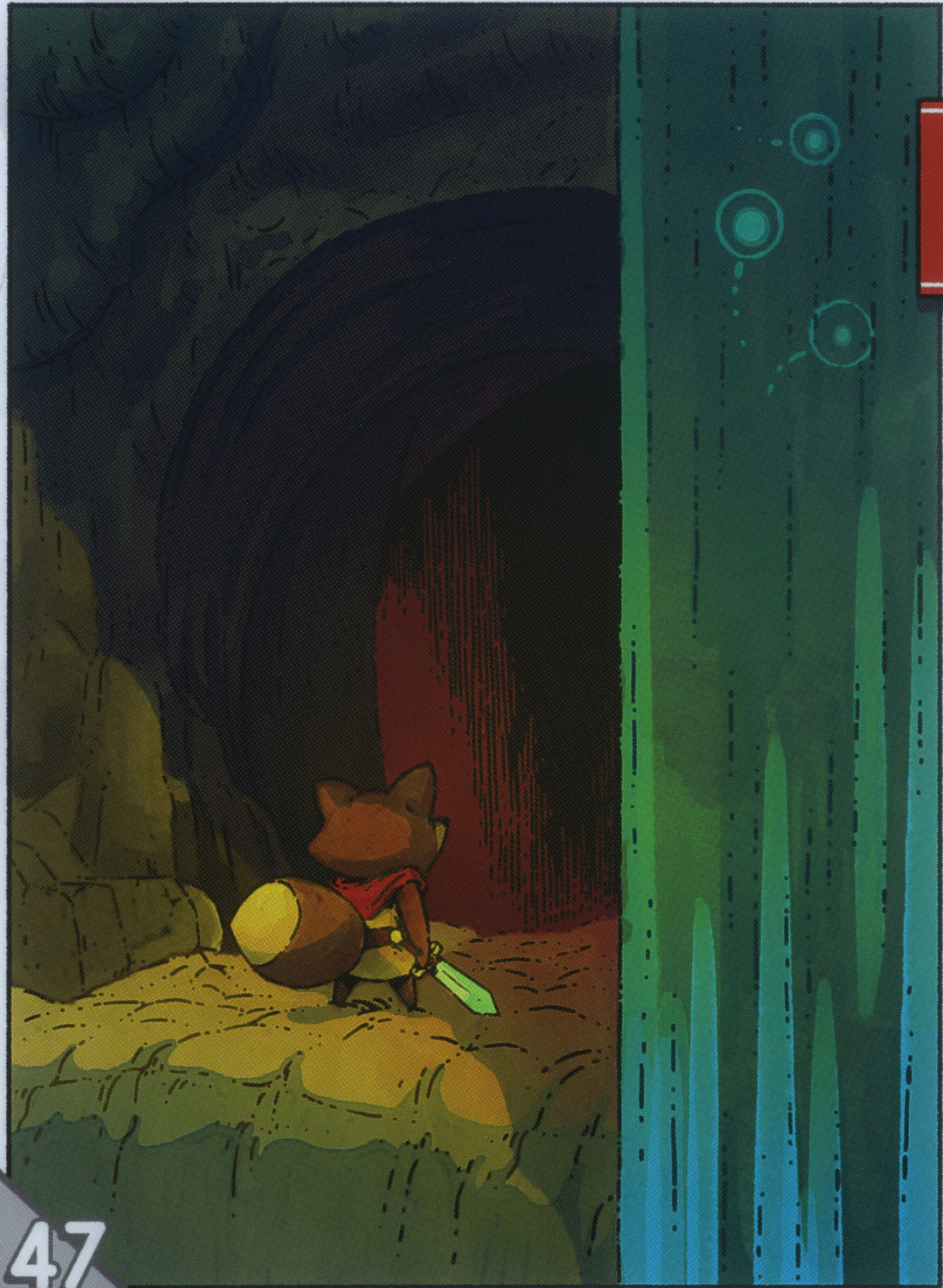


... WISDOM THAT IS  
UNTEMPERED BY KINDNESS  
IS NO WISDOM AT ALL.

BE FREE.

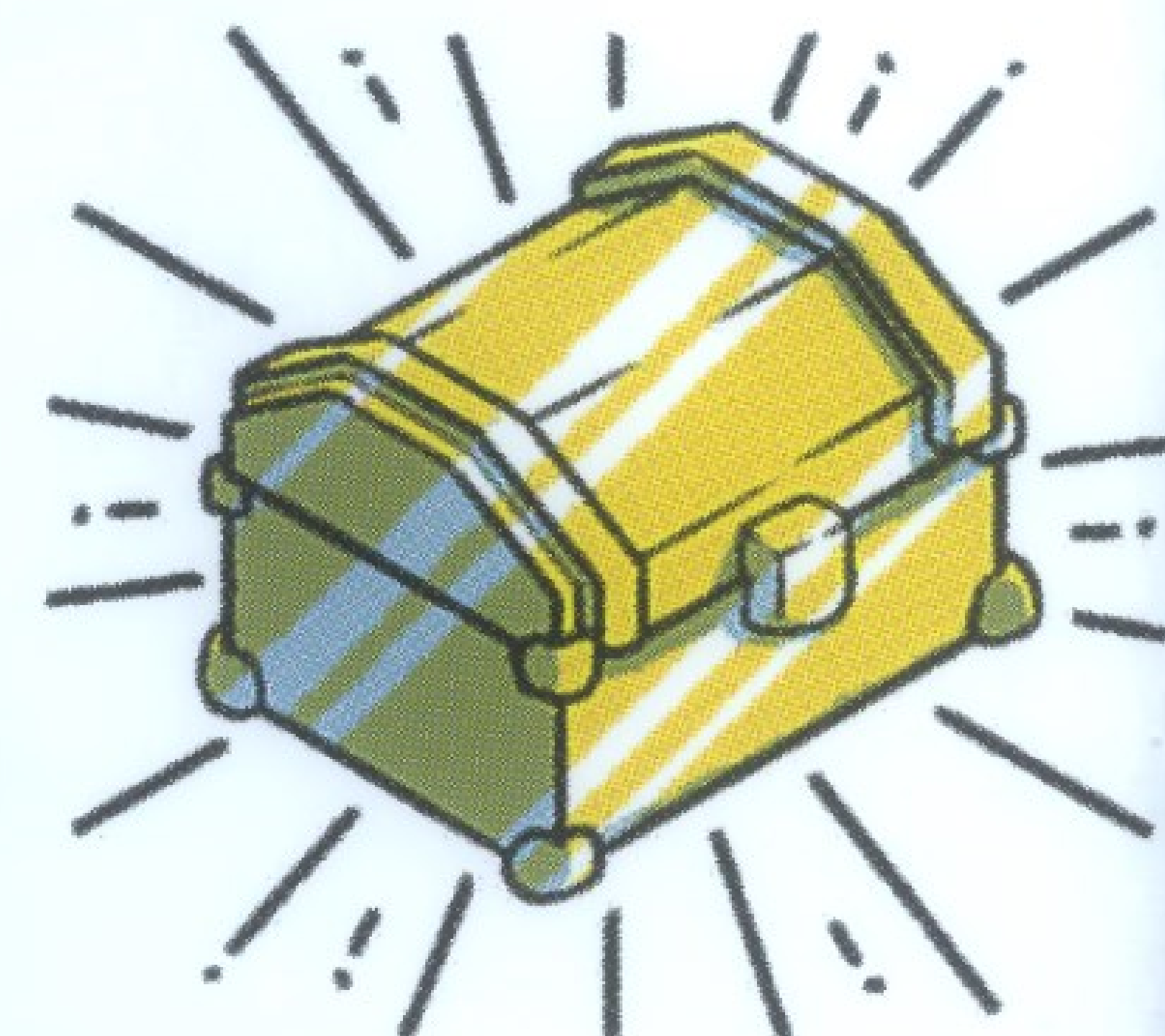
Use the power of the Holy Cross  
and traverse the Golden Path





# THE FAIR

FAIRY SOULS ARE TUCKED AWAY IN ALL CORNERS OF THE WORLD. THEY LOCK THEMSELVES IN GOLD BOXES, AWAITING A CLEVER RUIN SEEKER WHO KNOWS THE POWER OF HOLY CROSS.



A HIDDEN FAIRY WILL ALWAYS LEAVE A TRACE OF MAGIC NEARBY. THEY AWAIT A PARTICULAR SONG AND LISTEN FOR IT ETERNALLY. LOOK AROUND TO FIND A SECRET SPELL HIDDEN IN THE WORLD.

## SEEKING-SPELL

TINY FALSE FAIRIES WILL BE DRAWN ALONG THE SMALL FOLD OF LOCAL TRUTH THE REAL FAIRY HAS CREATED AS A NEST.





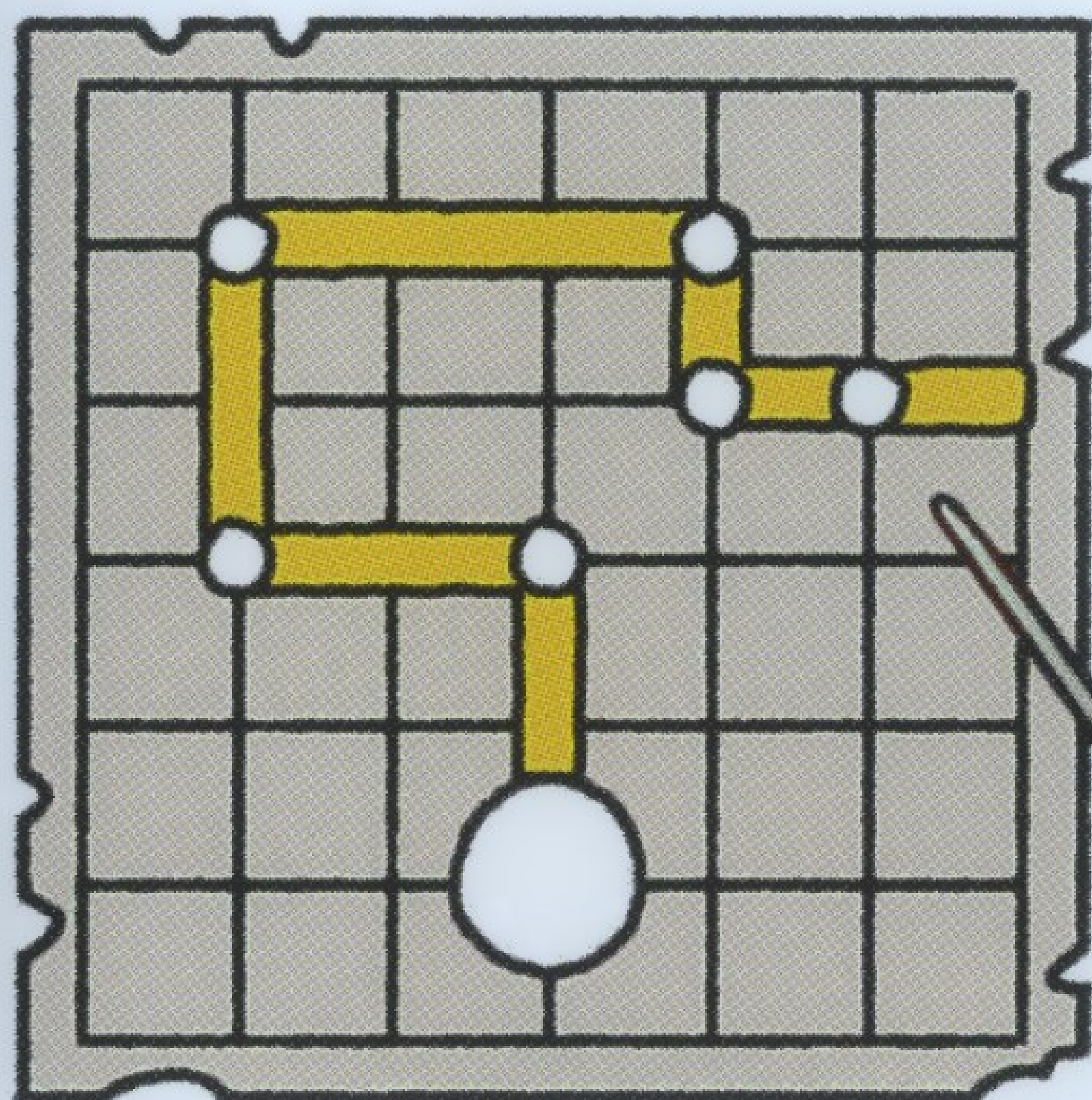
# Y SPRING



## SECRET GATHERING PLACE

BUT WHERE DO THEY GO?  
FIND A SPECIAL LOCATION  
WHERE ALL THE FREED FAIRIES GO.

IT IS SAID THEY HAVE A  
"FINAL" TREASURE AND  
WILL ONLY GIVE IT UP  
WHEN A CERTAIN NUMBER OF  
THEIR FRIENDS ARE FREED.



## WHERE DO THE FAIRIES HIDE?

<input type="checkbox"/>	FLOWERS 1	<input type="checkbox"/>	VANE
<input type="checkbox"/>	FLOWERS 2	<input type="checkbox"/>	HOUSE
<input type="checkbox"/>	MOSS	<input type="checkbox"/>	PATROL
<input type="checkbox"/>	CAUSTIC LIGHT	<input type="checkbox"/>	CUBE
<input type="checkbox"/>	SECRET GATHERING PLACE	<input type="checkbox"/>	MAZE (INVISIBLE)
<input type="checkbox"/>	SEALED TEMPLE	<input type="checkbox"/>	FOUNTAIN
<input type="checkbox"/>	THE QUARRY	<input type="checkbox"/>	WEST GARDEN
<input type="checkbox"/>	EAST FOREST	<input type="checkbox"/>	WEST GARDEN
<input type="checkbox"/>	THE GREAT LIBRARY	<input type="checkbox"/>	FORTRESS OF THE EASTERN VAULT
<input type="checkbox"/>	MAZE (COLUMN)	<input type="checkbox"/>	EAST FOREST



48 11 2 6 52

27 21 4 50 42

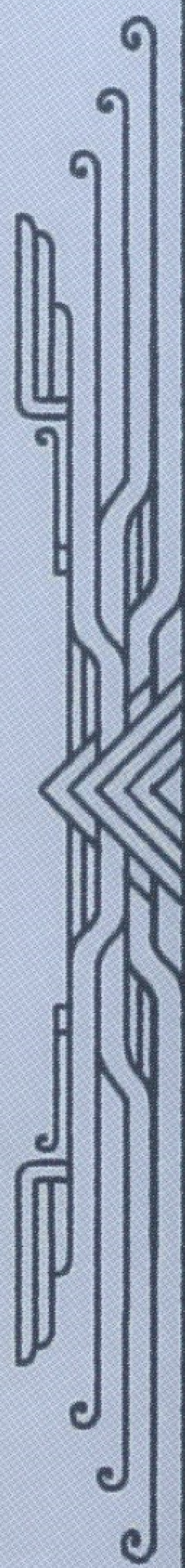
15 22 55 31 33

46 28 9 40 18

34 16 12 39 44

THE GOLDEN PATH

THE GREATEST SPELL





## The Door In The Mountains





# CARDS



## ORANGE PERIL RING

- RAISES ATTACK WHEN LOW HEALTH.



## CYAN PERIL RING

- RAISES DEFENSE WHEN LOW HEALTH.



## INVERTED ASH

- ALL HP POTIONS BECOME MP POTIONS.



## ANKLET

- MOVEMENT SPEED IS INCREASED SLIGHTLY.



## PERFUME

- STAMINA RECOVERY IS INCREASED.



## THE BONE

- DOUBLES INVINCIBILITY TIME DURING DODGE ROLLS.



## TINCTURE

- ATTACK IS INCREASED.
- DEFENSE IS DECREASED.



## BRACER

- REDUCES THE STAMINA LOST FROM BLOCKING.



## LUCKY CUP

- ENEMIES DROP HEALTH HEARTS. (15% CHANCE)



## MUFFLING BELL

- ENEMY DETECTION RANGE IS DECREASED.



## LOUDER ECHO

- ECHO-OF-SOUL EXPLOSION DAMAGE AND RADIUS ARE GREATLY INCREASED.



## SCAVENGER'S MASK

- AFFORDS PROTECTION FROM THE MIASMA.



## DAGGER STRAP

- MAGIC DAGGER CAST TIME IS REDUCED.



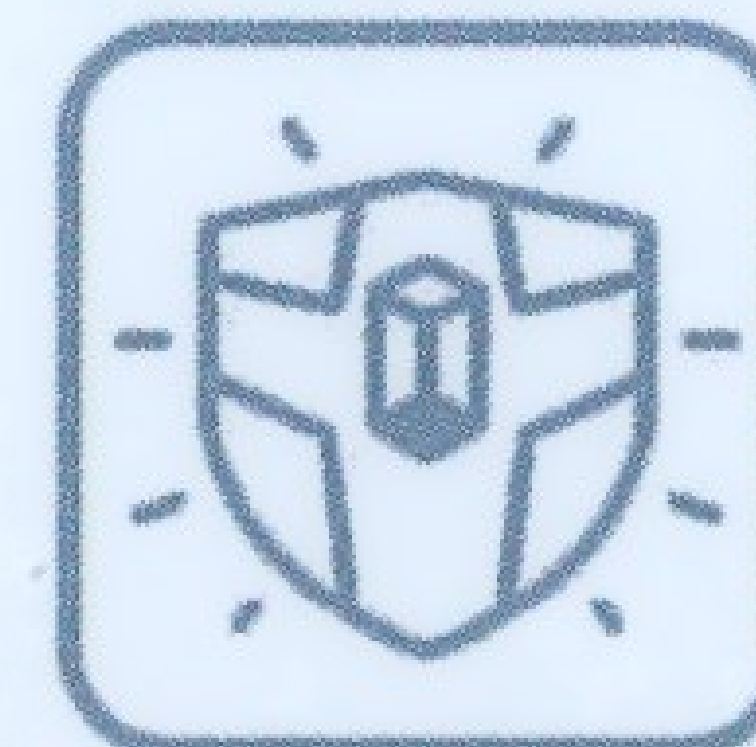
## MAGIC ECHO

- RETRIEVING ECHO-OF-SOUL RESTORES SOME MP.



## FIRE SWORD

- SWORD IGNITES ENEMIES,
- BUT HP BECOMES 1.



## AURA'S GEM

- PARRY TIMING WINDOW IS SLIGHTLY INCREASED. (TO PARRY, TAP SHIELD.)

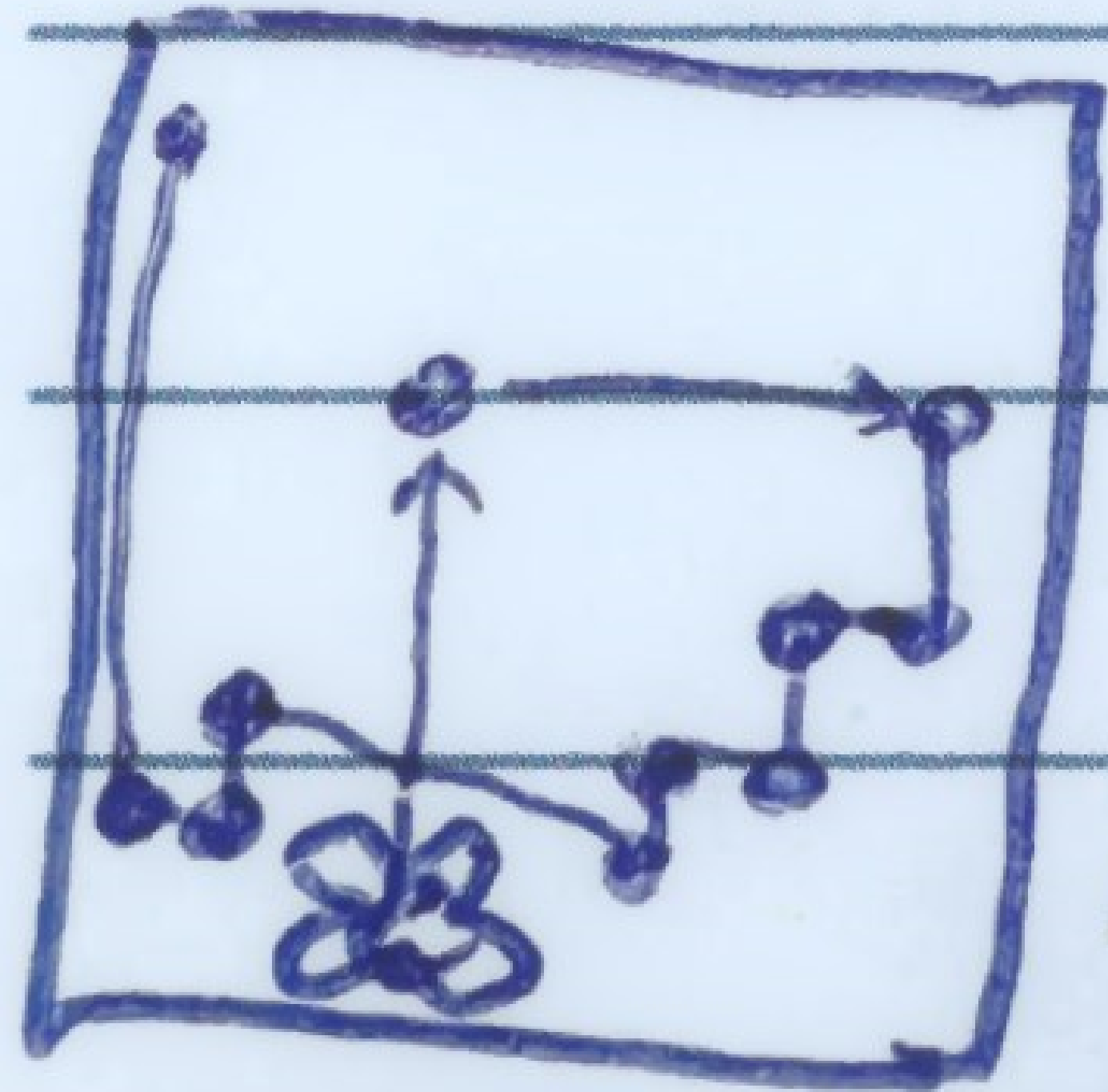
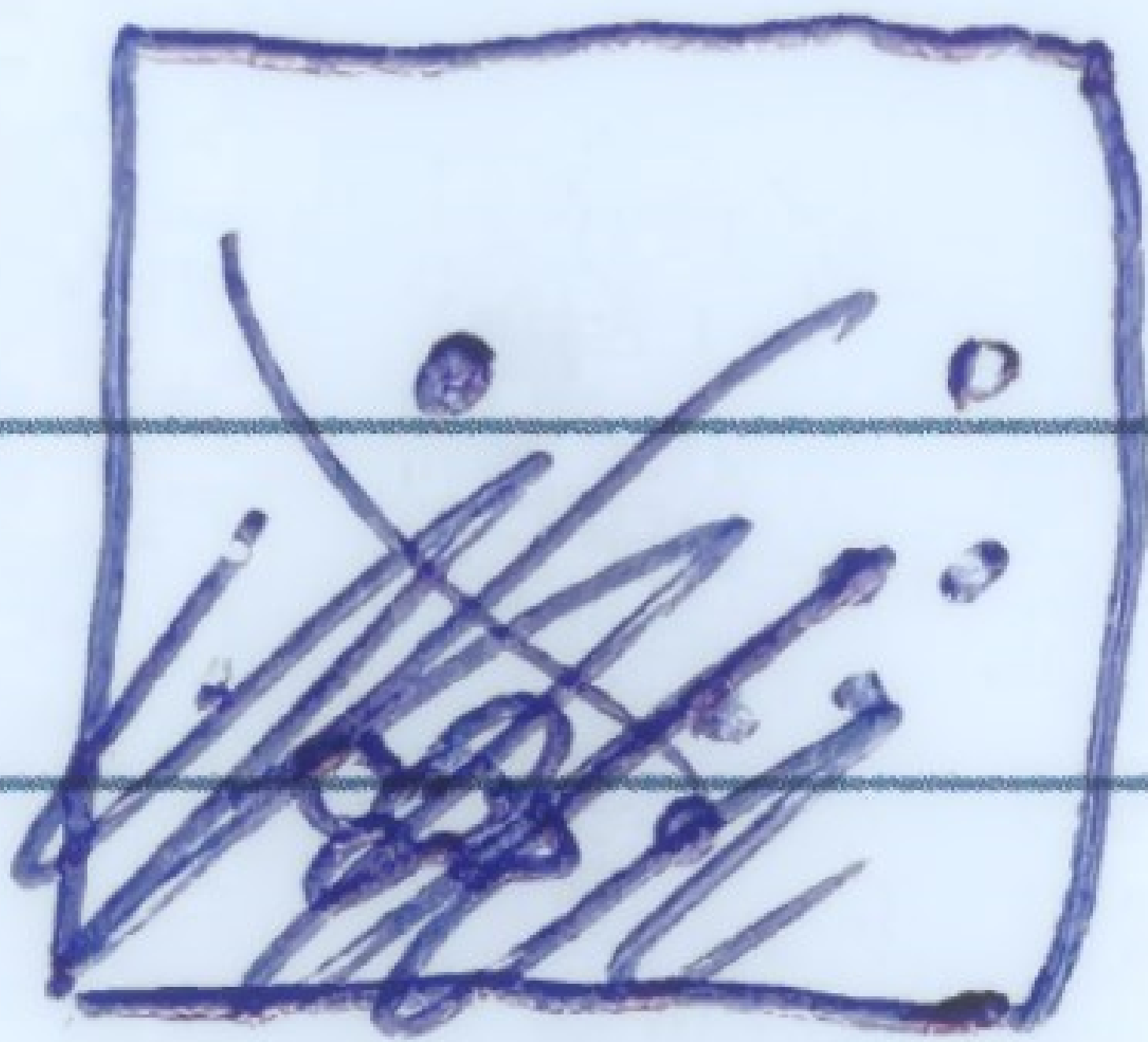
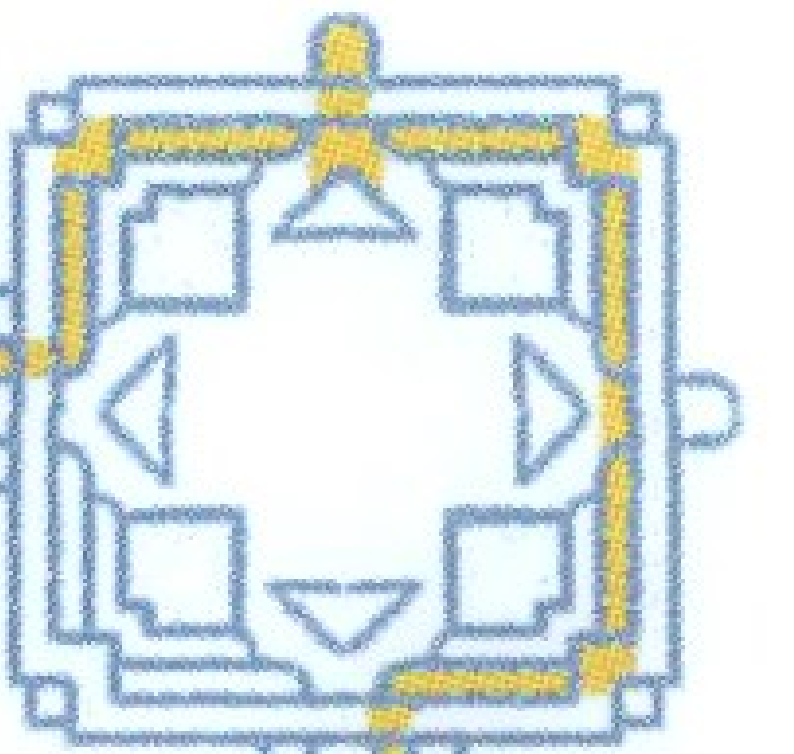
DID YOU RETAIN THE LETTER FROM US?  
IMMERSE IT IN WATER FOR 60 seconds  
TO SEE A SECRET MESSAGE:

Shhh...

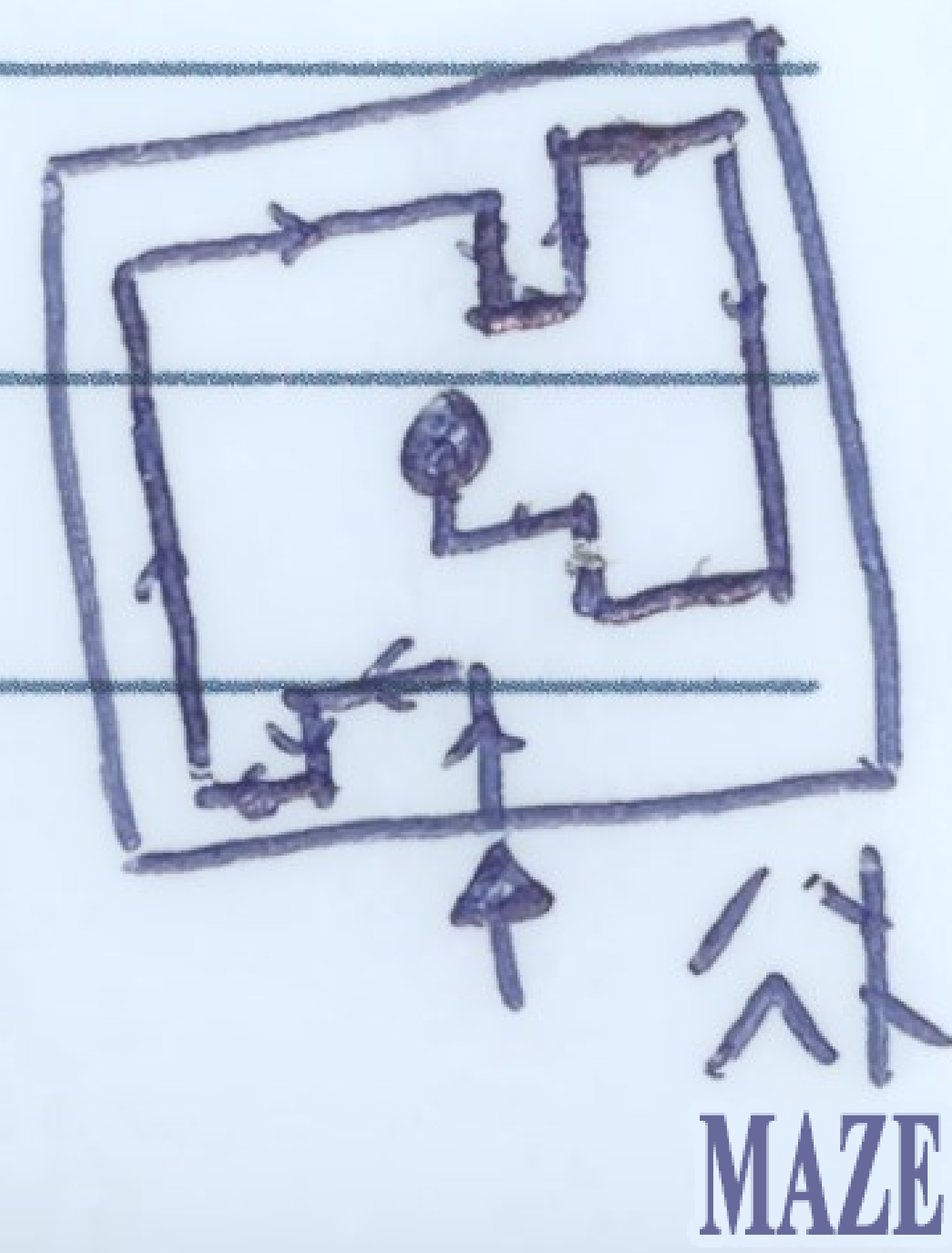
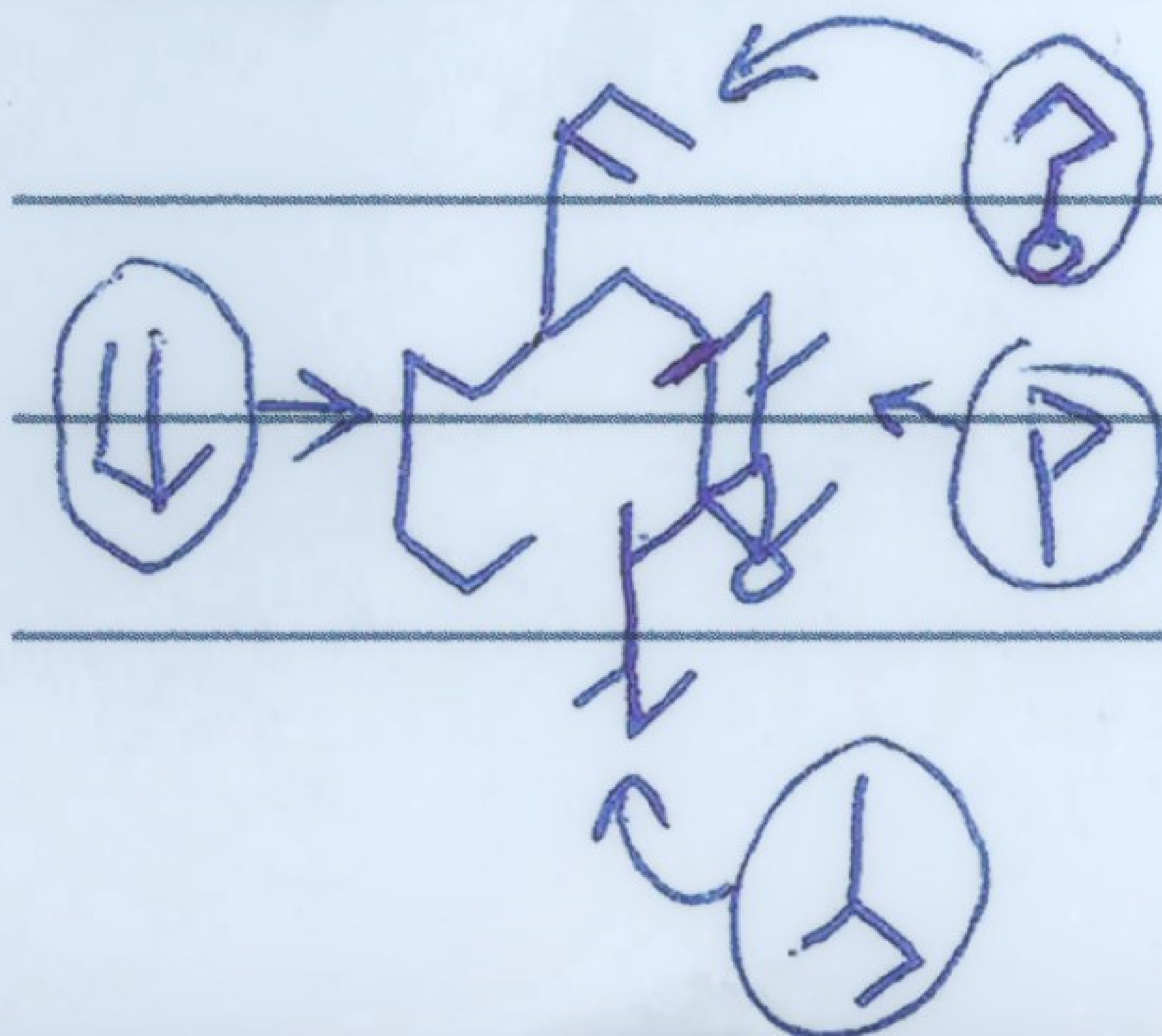
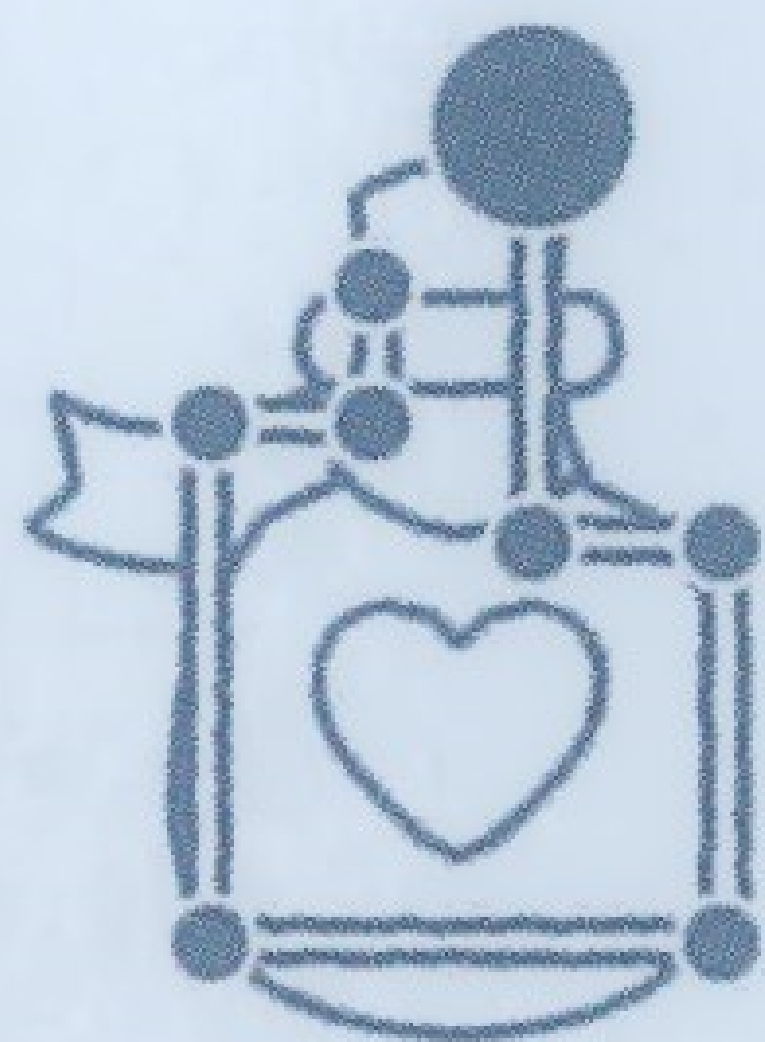
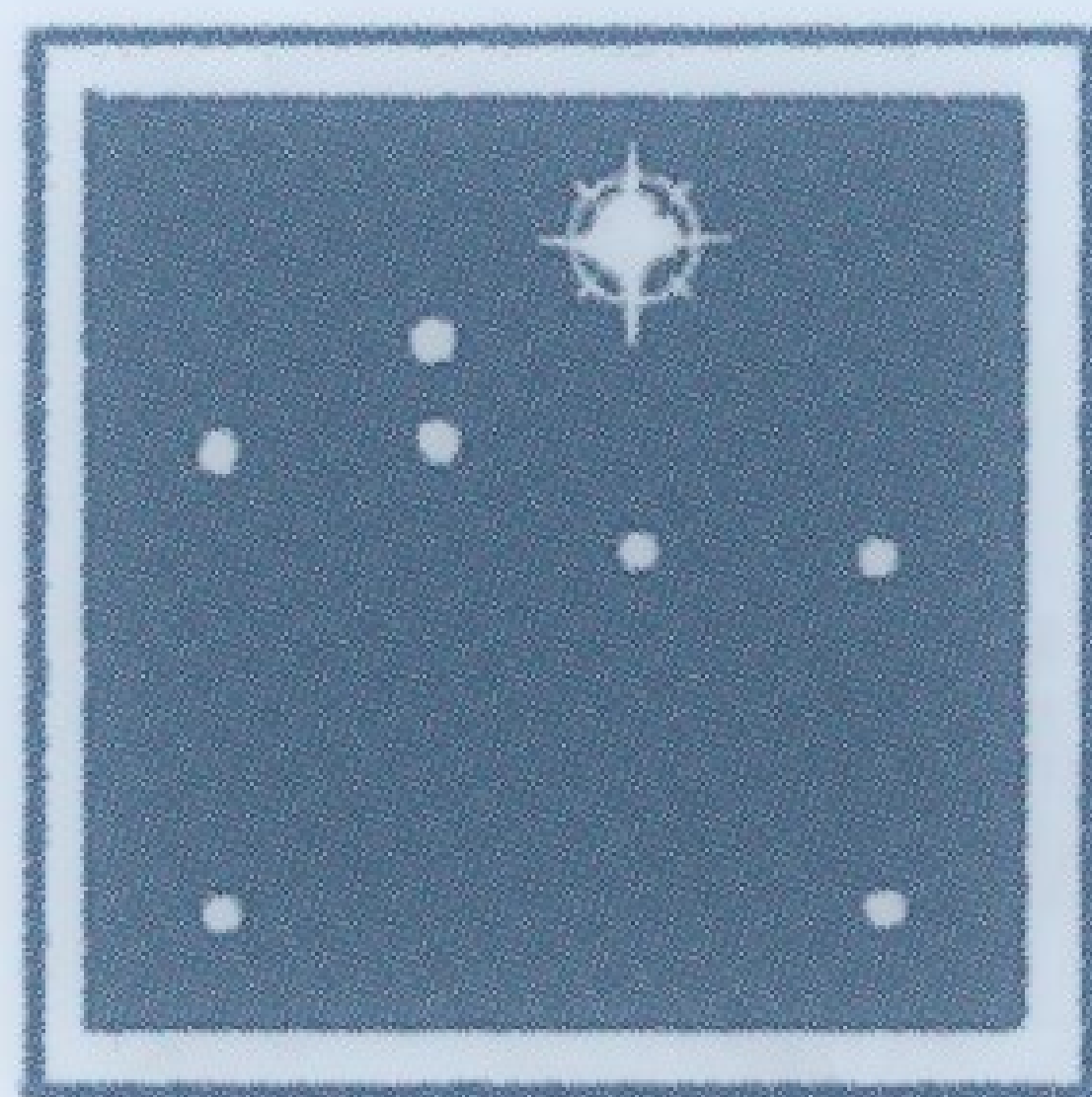




# MEMO



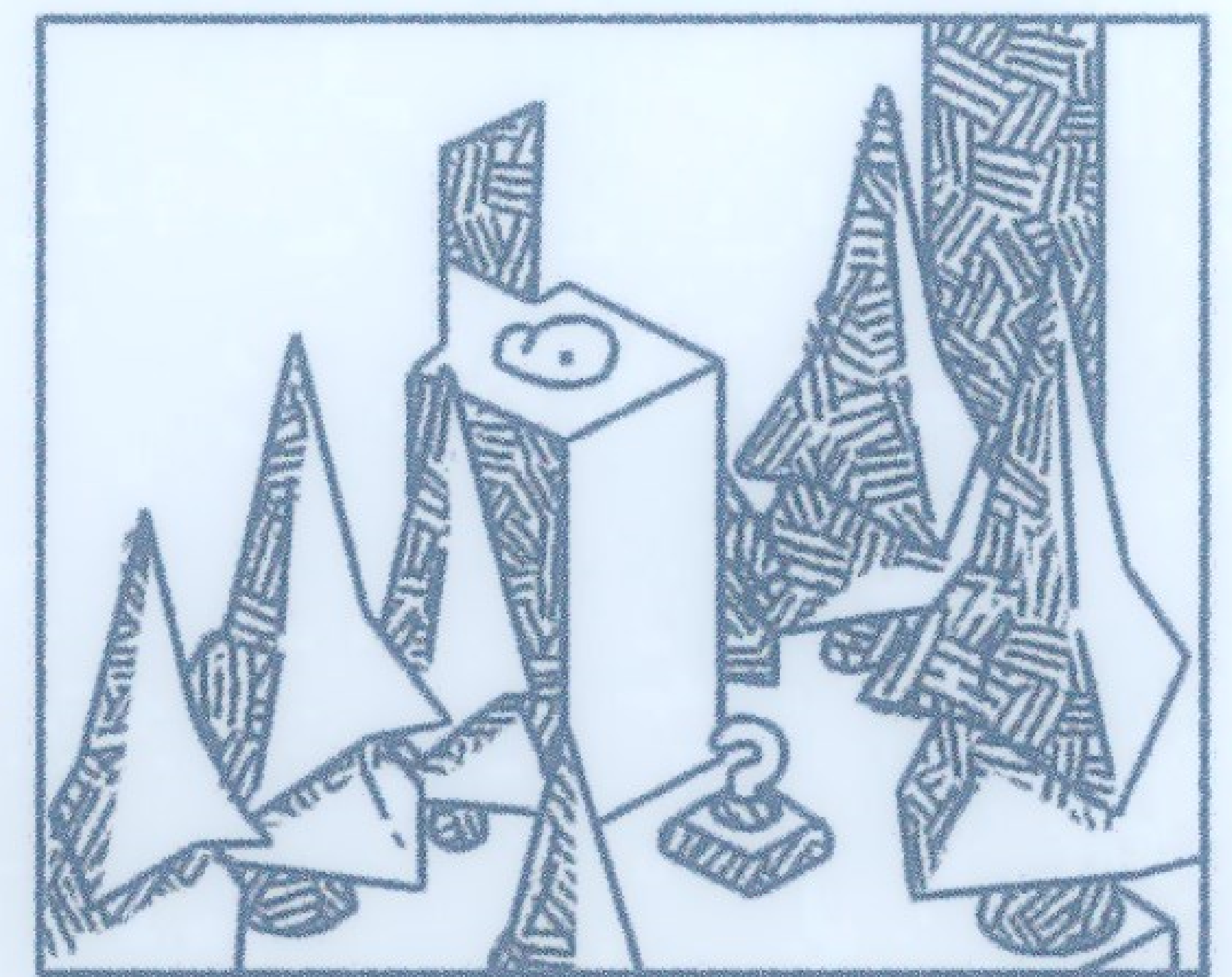
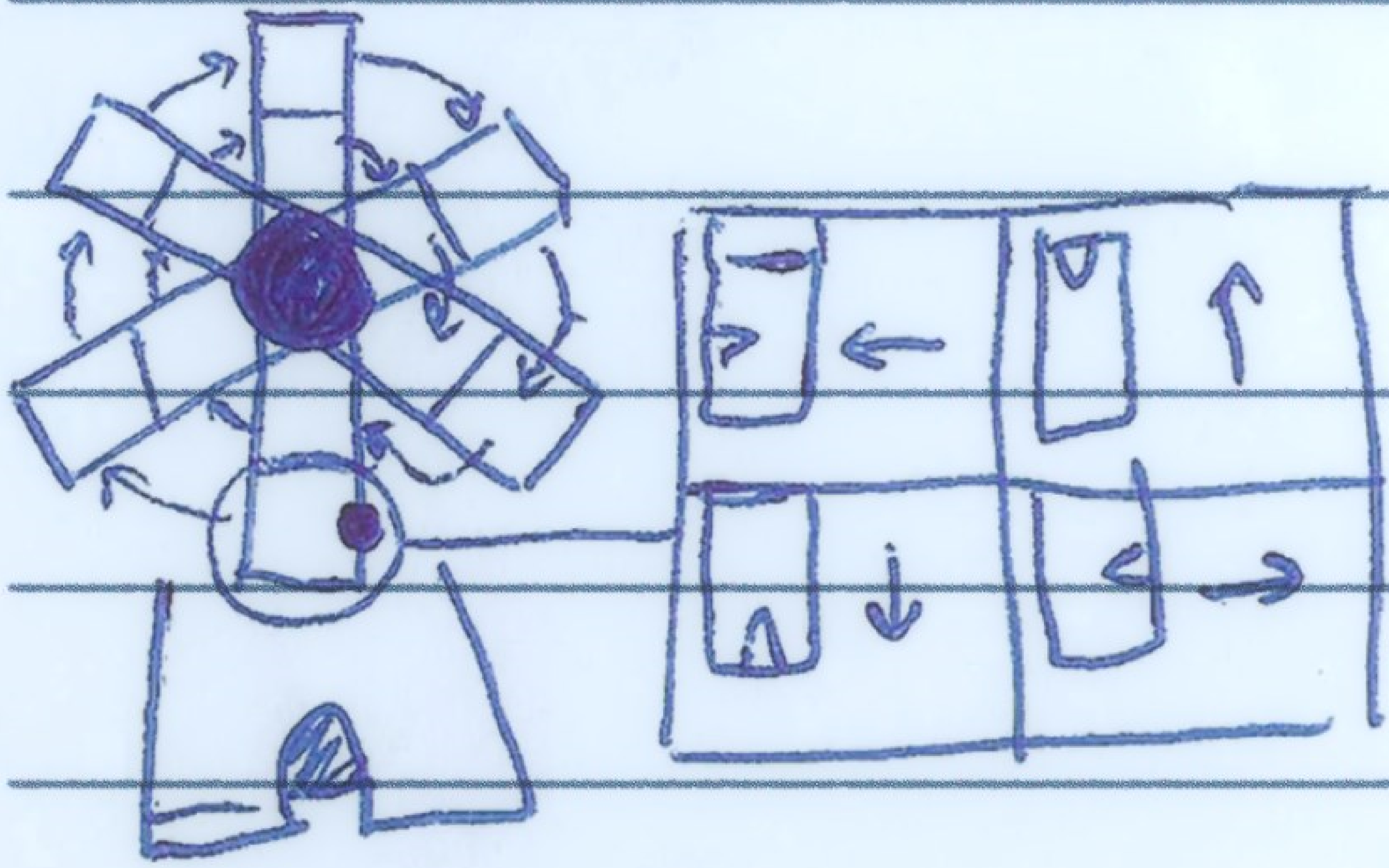
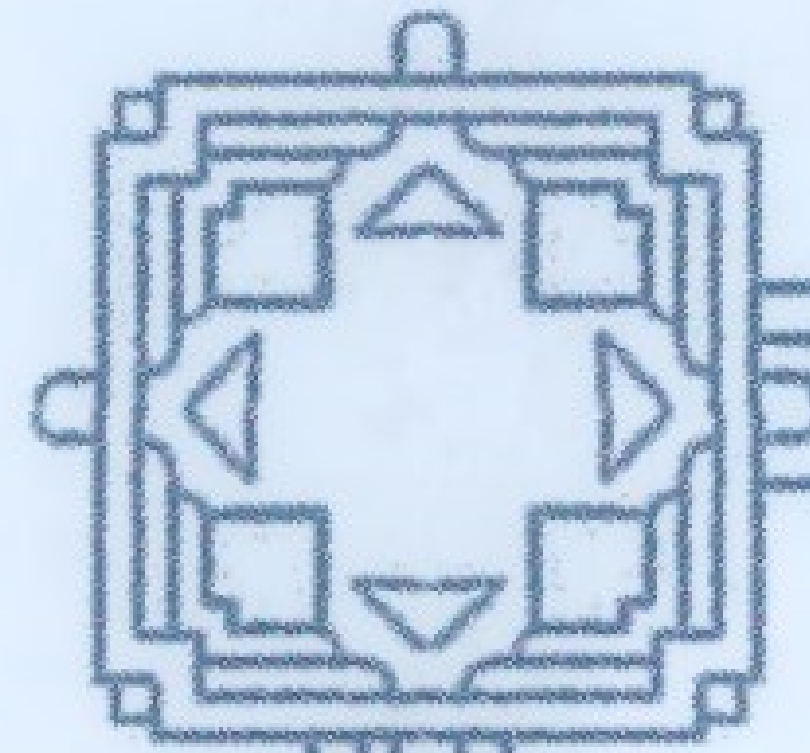
↑ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓



MAZE

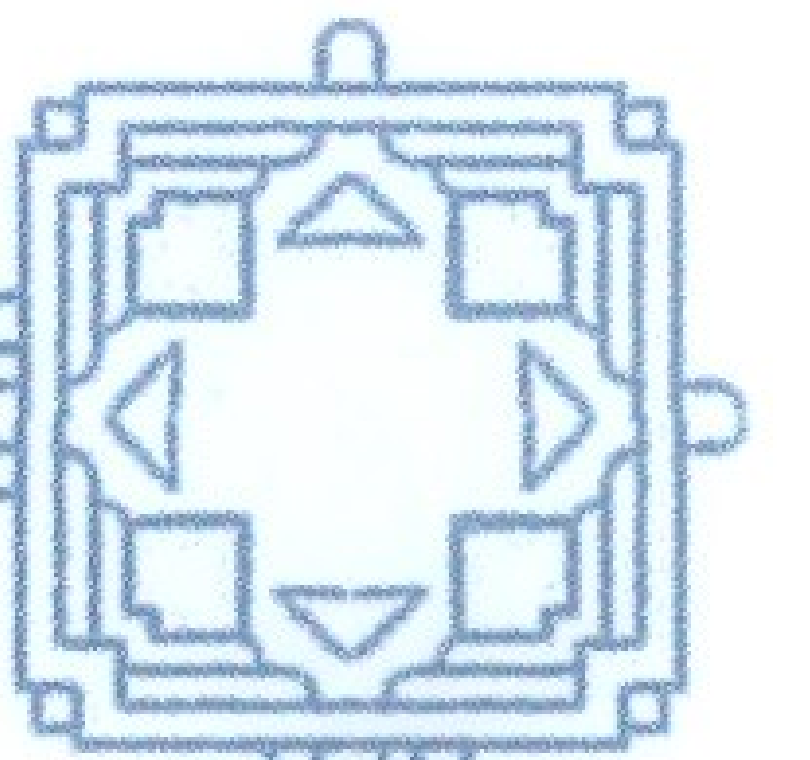


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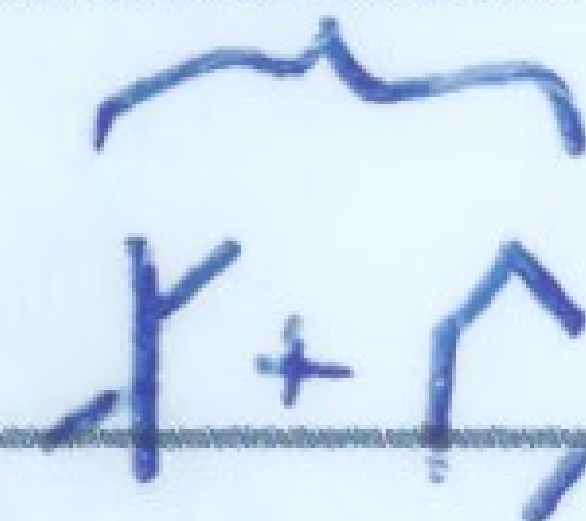
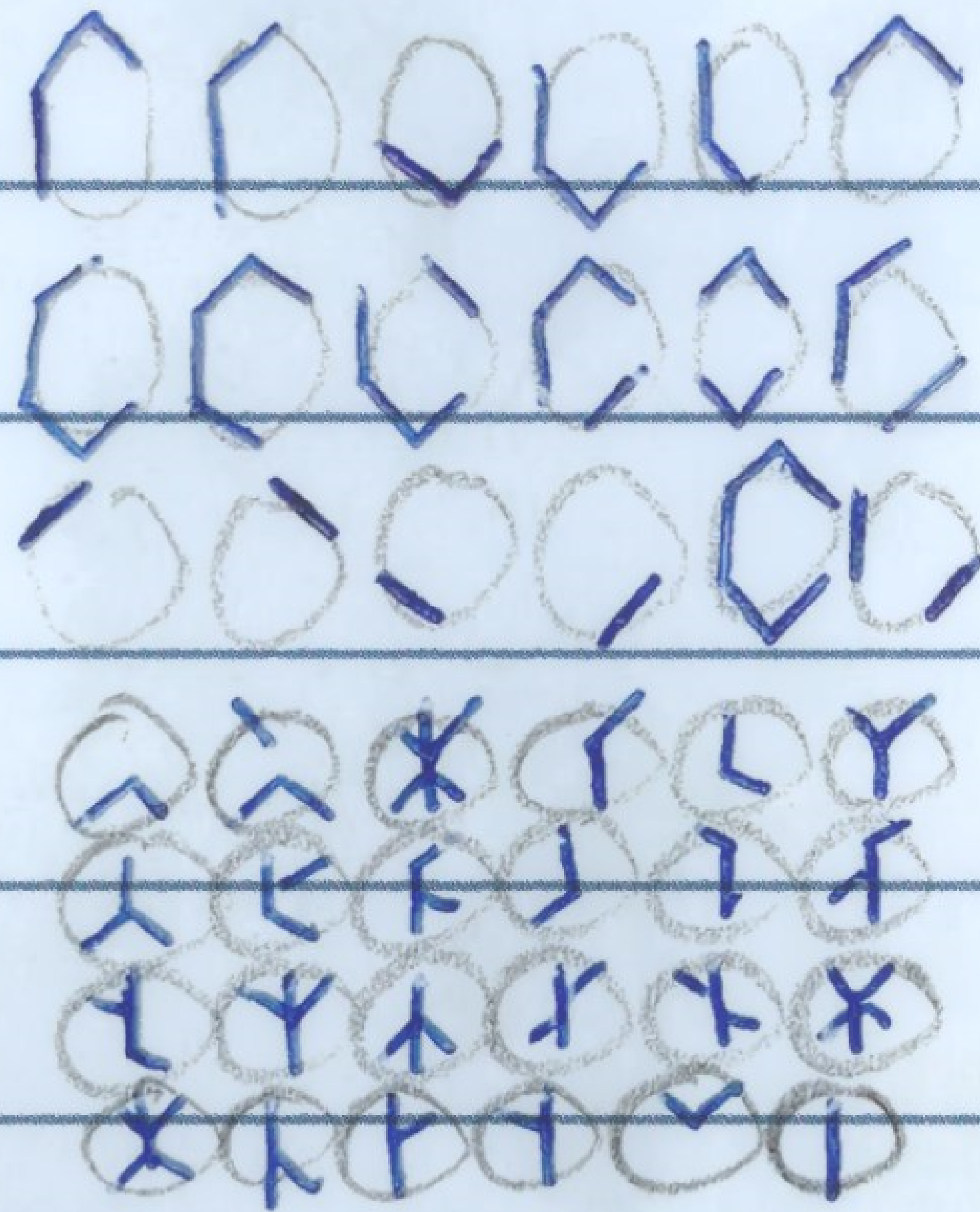




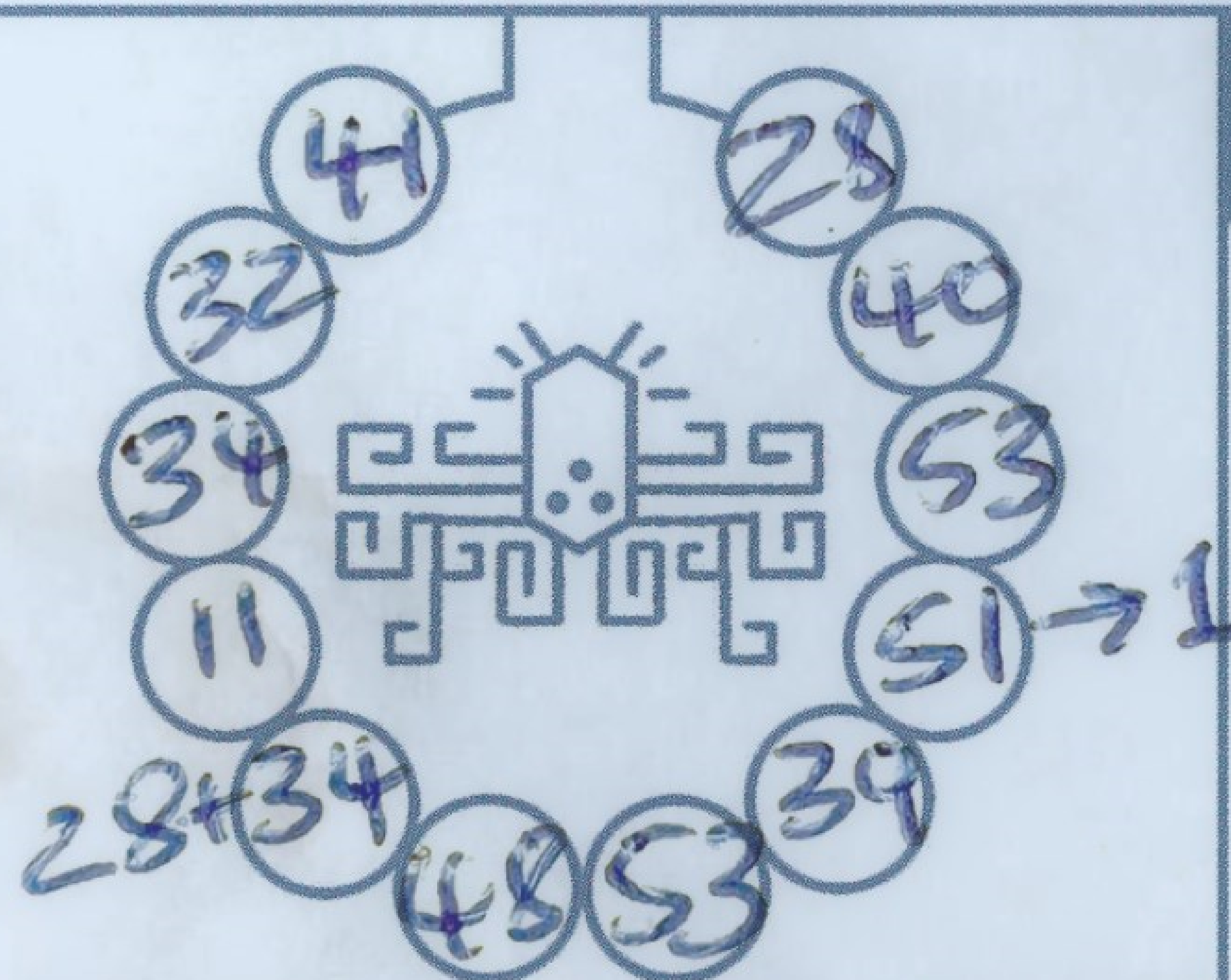
# MEMO



## PHONETIC CHARACTERS



CAN YOU SOLVE IT, TOO?



## FOR ADDITIONAL SUPPORT & SECRETS

1. FIND SOME RARE GOLDEN STATUES.
2. TRAVERSE THE GLOW TO VISIT 12 STRANGE BEINGS
3. "UN-SING" TO THEM THE GREATEST SONG,  
THE SONG OF THE GOLDEN PATH, AS SEEN FROM WITHIN.



